

THE SEQUEL TO THE AWARD WINNING TEAM YANKEE

Pacific Islands™



AMIGA

500/500+
1000/1500
2000

System Requirements;
Amiga 500, 500+, 1000, 1500
or 2000 with 512K RAM.
Workbench 1.2 or higher,
Mouse & Keyboard Compatible
Joystick Optional.

Pacific Islands™

The year is 1995 ...

Disaffected Renegade Soviet communists, backed by North Korea, have invaded the Pacific atoll of Yama Yama. Your tank platoon, returning from the Persian Gulf, is the closest American unit to the scene

Pacific Islands is a hectic race against time.

Battle Selection

- All five islands on the Yama Yama atoll must be re-taken.
- Non-linear gameplay allows you to attack each island in many different ways.

Tank Battles

- Test your mettle in this campaign of over 25 interlinked scenarios.
- Liberate villages, destroy ammunition dumps, disrupt jungle supply lines, defend bridges.

Use your strategy skills to effectively fund your campaign.

- Financial reward for destroying enemy installations.
- Fines imposed for collateral damage.

Communications Facilities

- Satellite dishes, radar towers, radio aerials.
- Spot opposition 'scout' vehicles before they give your position away.

Unrivaled 3D

- Fast action, 3D real-time tank simulation using Empire's unique bit-mapped technology.
- Watch buildings explode as you make a direct strike.

TEAM YANKEE SCALED THE HEIGHTS -
PACIFIC ISLANDS REACHES A NEW SUMMIT!



THE SCREENSHOTS ARE ONLY INTENDED TO BE ILLUSTRATIVE OF THE GAME PLAY AND NOT THE SCREEN GRAPHICS WHICH VARY CONSIDERABLY BETWEEN DIFFERENT FORMATS IN QUALITY AND APPEARANCE AND ARE SUBJECT TO THE COMPUTER SPECIFICATIONS. SOME FEATURES MAY ALSO NOT BE AVAILABLE DEPENDING UPON THE COMPUTER SPECIFICATIONS.

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TEAM YANKEE FOR THE NEXT GENERATION.

- Simultaneous command of four tank units.
- View the battlefield from four perspectives.
- Control 16 different vehicles at once through an elegant yet simple control system.



- You must destroy all communications facilities as swiftly as possible. The longer you take, the more information the enemy have about your position and strength.



- Infra-red imaging, laser range-finding, TOW missiles and DPICM artillery back-up.
- Call up artillery and lay minefields.

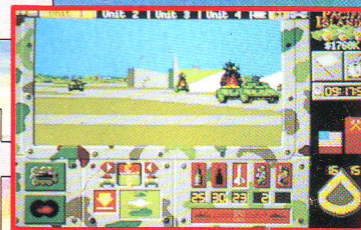
- Cope with multiple objectives - can you destroy an airfield, support a convoy, and make a reconnaissance within 40 minutes?



- Purchase all your equipment.
- Is there enough time and money to repair your damaged tracks and give the crews some rest?



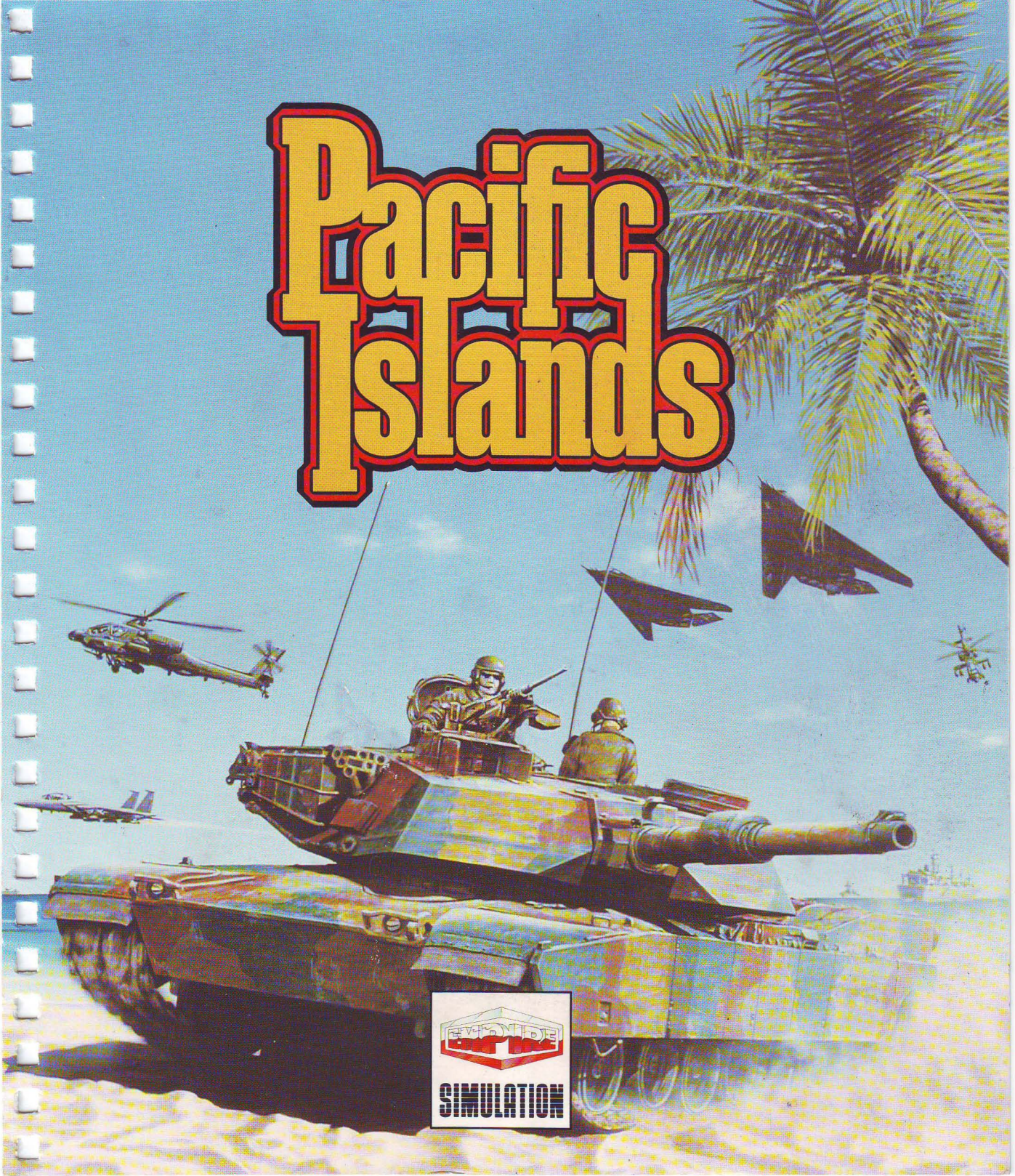
- T72s, BMPs, Hughes 500 Helicopters and SA9 Gaskins.
- Eight different types of fighting vehicles modelled so that you even see the rivets!
- M1 Abrams, M2 Bradleys, M113 APCs, ITVs.



HOW CAN YOU POSSIBLY TOP TEAM YANKEE? SIMPLE.... PACIFIC ISLANDS!

MANUFACTURED IN THE UK

Pacific Islands



**Pacific
Islands**

ACKNOWLEDGEMENTS

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Pacific Islands

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**BACKGROUND
and PROLOGUE**

BACKGROUND

Pacific Islands is the sequel to the highly successful Team Yankee. In this game, you direct the fortunes of Team Pacific as you attempt to recapture the pacific atoll of Yama Yama from enemy hands. The overall layout of this product is similar to that of its predecessor. If you have already played Team Yankee then you will find it quite simple to get started and feel in control of your tank platoons. However, you will find a number of significant improvements and changes which mean that Pacific Islands is even more challenging and rewarding to play. If you are not familiar with Team Yankee, then you will find all the information you need in this manual. If you enjoy this product, why not also consider playing its predecessor?

In Pacific Islands you have control over the four tank units of Team Pacific. Your aim is to recapture all of the battle areas of each of the five islands in the Yama Yama atoll. Although islands must be attacked in a sequential order, you have some latitude as to the order in which each area of any island may be attacked. You will be responsible for the funding of your campaign, insofar as you will have to purchase all of your vehicles and weapons. At the start of each individual battle you have the opportunity to purchase new equipment. You are provided with funds at the start of the campaign, and your performance in battle will determine whether or not any more money is forthcoming. If you are successful in recapturing areas under enemy control, or you manage to destroy vital enemy installations, then you will find yourself well in credit. However, if you buy the wrong equipment, or if you follow a policy of shooting up everything in sight, then you will run into financial trouble.

Pacific Islands provides a novel control system which allows



you to control all of your four tank units independently, and at the same time. There are fully detailed battle maps, three dimensional views of the battle-field updated in real time, and status reports on your vehicles, all available at any time. If you played Team Yankee you will find that the scenarios are rather more complex - you will often find that there are quite a few objectives and sub-objectives to accomplish within the given time limits. Also, there are many new types of objects and buildings,

which are vital to your progress throughout the game. You will have to destroy communications facilities - satellite dishes, radio aerials, radar towers etc. - as you come across them. Unless you do this successfully and swiftly, then you will find that the enemy will have more and more information on your offensive, and will be able to meet your challenge with greater strength.

We would like to stress that Pacific Islands is not intended to be the most accurate tank simulator on the market. After all, it takes many years to become a truly proficient tank commander, and we doubt whether any of you would be willing to take that long to become proficient at controlling this product! Although we have tried to be scrupulous in certain areas, so that the product is lent an air of authenticity, we have made concessions in others. We recognise this, but believe that in general our concessions have been made in the interests of game play, and getting the product to you before the end of the century. Pacific Islands and Team Yankee together represent some six man years of development. If the end result offends the purist, then he/she will know that we have at least tried our very best.

If you are to succeed in Pacific Islands you will need tactical assurance, managerial flair and a good deal of courage and persistence. We hope that you enjoy the end result as much as we enjoyed creating it for you.

PROLOGUE

Associated Press news story, 23 March: "The small Pacific atoll of Yama Yama is believed to have been invaded late yesterday. It has been suggested that a substantial force of disaffected Soviet communists, with the backing of the North Korean government, are responsible. There is as yet no confirmation from US intelligence or official North Korean sources. No obvious motive for this unprovoked attack has been suggested."

State Department press release, 25 March: "The attack by forces, under the patronage of North Korea, on the independent state of Yama Yama three days ago is a violation of international law. The United States and the free world cannot allow such an act to go unpunished. While the United States continues to pursue all available means to resolve this issue peacefully, military options are being considered."

United Nations press release, 26 March: "An all-night meeting of the United Nations security council passed a unanimous resolution condemning the territorial violation of an associate state. The council views such an act with the gravest concern and calls upon North Korea to remove all allied forces immediately. The severest sanctions will be applied unless such action is taken."

Associated Press news story, 27 March: "Intelligence sources close to the White House have revealed that the atoll of Yama Yama has for some years been a communications link for the early warning monitoring system in the Pacific Ocean. This points to a clear motive for the invasion by forces sympathetic to P'yongyang (the capital of North Korea). It seems likely that the United States may be forced into early action to avoid secret communication equipment getting into enemy hands."

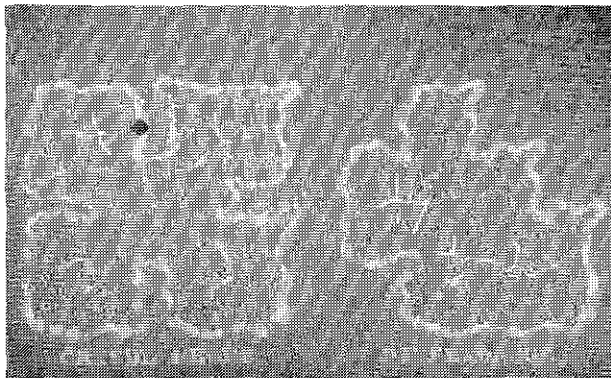
Department of Defense press release, 28 March: "The destroyer U.S.S. Charles Logan, while on patrol in international waters off the atoll of Yama Yama, was attacked by North Korean cruisers this morning. U.S. forces returned fire. Damage and casualties on either side are not known at this time."

White House press release, 29 March: "In view of the current crisis in the Pacific, and the lack of response from the North Korean government, the President has issued a final request for an immediate withdrawal of all alien forces from Yama Yama."

Television news story, 30 March: "We believe that the two ships of the Pacific fleet closest to the Yama Yama atoll have been providing transport for a number of tank units returning from the Gulf of Persia. Intelligence analysts suggest that an offensive involving some of these units would be highly unconventional, but would probably provide the swiftest means of ejecting

the North Koreans. Intercepts have revealed that Yama Yama's communications facilities are now entirely under enemy control. It is likely that any offensive would destroy most of these."

Secret orders to Captain Sean Bannon, 31 March:
"Tomorrow morning at 09:15 hours your unit - Team Pacific - will spearhead the first offensive to retake the atoll of Yama Yama. You will be landing on the island of Aloha and there will be further



detailed instructions sent to you just prior to landing. This will be a highly unusual campaign. As you are well aware, you would not find the use of tank units to spearhead this sort of action in any military manual. We are severely constrained by the need for swift action. You will also be aware of recent Pentagon directives regarding the financing of this type of operation. This means that

you have unparalleled control over the funding of your part in the offensive. You will find that this places an even greater burden on your judgement. We all know that this is an extremely tough mission. Please ensure that your men understand this and that they are mentally and physically prepared. We have created a specially designed training run for you on a neighbouring island. Good luck."

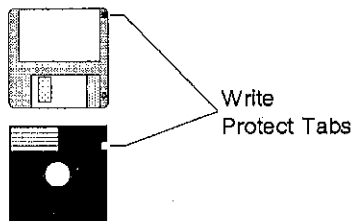


CHAPTER 1

Setting Up

1 - SETTING UP

Making a backup copy



Your game disks are unprotected, and so you are advised to make working copies of the game before you play. Before you do this, ensure that the game disks are write protected by either attaching write protect strips (5.25" disk) or opening the write protect notches (3.5" disk). Use your copies while playing the game (ensuring that they are write enabled, since information is written to disk during play) and only use the original disks for making further copies. If you are unsure how to copy a disk, read the manual for your computer.

IBM PC and Compatibles

Pacific Islands will run on any PC compatible which has:

- 550k or more available memory • 3.5" or 5.25" disk drives;
- CGA, EGA, VGA or Tandy 16-color graphics adaptors;
- A version of MSDOS 2.0 or greater;
- Mouse (recommended) or joystick;
- An Ad Lib sound board (optional).

Insert your operating system disk and wait until you see the a> prompt on your screen. This game will perform better if you reduce to a minimum the amount of unnecessary software installed in your computer. If you have difficulty loading the game, you may need to reduce the number of files in your AUTOEXEC.BAT program. Now insert your copy of disk 1 and type PI followed by ENTER (or RETURN). After a few moments the loading sequence will commence. If you wish to skip this at any time then press the space bar. Once the loading sequence has finished you will be asked to insert disk 2, and then you will be presented with a filing screen. Read about how to proceed in Chapter 3.

Pacific Islands can be installed onto the hard disk of your PC. To do this place disk 1 into the internal drive (either A: or B:) and type in the following line by line instructions. These instructions will create a directory called PI on drive C:

```
A:
INSTALL C:
```

Then follow the on-screen instructions regarding when to swap disks. To play the game type in:

```
C:
CD \PI
PI
```

If you wish to install it on a different drive, then replace the C: after the INSTALL command with the pathname of where you

want it installed, for example to install it in a directory d:\games\pi, type;

INSTALL D:\GAMES

Commodore Amiga

Pacific Islands will run on any Amiga 500/500+/1000/2000 with a minimum of 512k RAM and Kickstart version 1.2 or higher. Performance will be enhanced if you disconnect all external disk drives and peripherals and ensure that no other software is running.

Turn on your computer and insert your copy of Pacific Islands disk 1 at the Workbench prompt. (A1000 users should insert their Kickstart disk first.) After a few moments the loading sequence will commence. If you wish to halt this at any time then hold down the left mouse button. Once the loading sequence has finished you will be asked to insert disk 2, and you will then be presented with a filing screen. Read about how to proceed in Chapter 3.

You can install Pacific Islands by running the Install program on disk 1. The program will ask you the name of your hard disk or the partition where you wish to put the game. You will need at least 1.5 Megabytes of free memory on your hard disk.

Atari ST

Pacific Islands will run on any Atari ST or STE system with double-sided disk drives, a minimum of 512k RAM and a colour monitor.

Insert your copy of Disk 1 into drive A and switch on the computer. After a few moments the title sequence will commence. Once the title sequence has finished, you will be asked to insert disk 2. You will then be presented with a filing screen. Read about how to proceed in chapter 3.

You can install Pacific Islands onto a hard disk by running the program INSTALL.PRГ on Disk 1. Use the file selector box to select where you want it to be installed. You will need at least 1.5 Megabytes of free space on your hard disk.

To play the game double click on the PI.TOS icon or PACIFIC.TOS icon to by-pass the title sequence.



CHAPTER 2

Controls

2 - CONTROLS



Pacific Islands Pointer

The game is designed to run using keyboard, analogue joystick or microsoft compatible mouse on the IBM PC. On the Atari ST and Commodore Amiga, the game should be controlled with the mouse. In the following documentation the phrases "click on icon X" and "press fire with the pointer over icon X" are synonymous and should be taken to mean either:

[a] Place the pointer over icon X and press the fire button of the joystick (IBM PC only).

[b] Place your pointer over icon X and press the left mouse button.

IBM PC keyboard

The default keys defined for direction are the CURSOR keys; the SPACE BAR for fire [left mouse button] and ENTER for the right mouse button. You may change these on the set-up screen if you wish. While you are playing the game you can use the pre-defined keyboard shortcuts listed below. Additionally, when the keyboard mode is in use you can, at any time, hold down the ALT key and press any other key on the keyboard. The position of the pointer will then be memorised and associated with that key. This position can then be recalled by holding down the CONTROL key and pressing the required key. This allows you to define a cursor position for every key on the keyboard, if you wish.

Keyboard Shortcuts (for all machines)

Using certain keyboard shortcuts instead of directly using the pointer can become a quick way to perform certain actions, especially when you are not using a mouse.

<u>Key</u>	<u>Action</u>
F1 or 1	Chose Platoon 1
F2 or 2	Chose Platoon 2
F3 or 3	Chose Platoon 3
F4 or 4	Chose Platoon 4
F7 or 7	Select map view for chosen platoon.
F8 or 8	Select 3d view for chosen platoon.
F9 or 9	Select status view for chosen platoon.
F10, F0, or 0	Toggle between map, 3d and status view for chosen platoon.
Escape	Toggle between "Quadrant" and "Full screen"
Undo (ST)	Quit Game
Delete (Amiga)	Quit Game
Help	Pause Game (ST and Amiga only)



CHAPTER 3

The Start-up Screen

3 - THE START-UP SCREEN

If you have previously played Team Yankee, and you are proficient in your control of the game, then you may turn to Chapter 11 if you wish. There you will find details about the differences between Team Yankee and Pacific Islands. This will allow you to start playing Pacific Islands without delay.

The opening screen resembles an open filing cabinet - all of the information about your battle performances can be accessed from here. Figure 3.0 shows a representation of this screen. On the front of the filing cabinet are three large icons. On the left is the **QUIT GAME** icon. If you click on this icon then you will be asked to verify whether or not you wish to quit the game. In the middle is the Pacific Islands **Language** icon, which will allow you to change the language of the text in the game. Your default language will be written to disk and recalled the next time you play the game. On the right is the **PRACTICE** icon, which allows you to play a practice scenario. This scenario will familiarise you with the control of the game, without stretching your tactical expertise. It is highly recommended that you attempt to master this scenario before you pitch yourself into a full-scale battle. If you wish to practise, then go to Chapter 14, which details all about this training scenario.

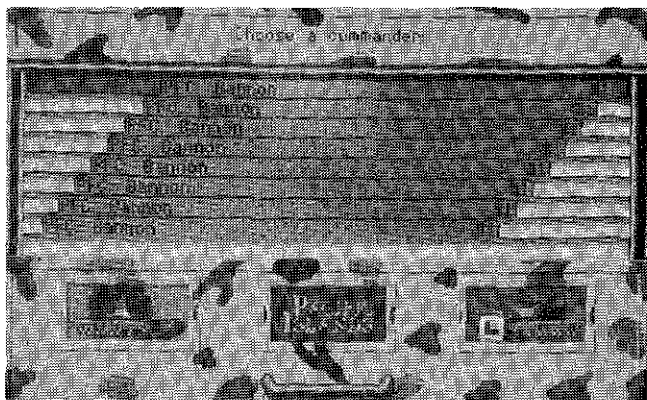


Figure 3.0 - The Start-up Screen

There are eight files available in the filing cabinet, and each one can hold information about your campaigns. When you first start to play the game you will hold the rank of private, and the default name on the left hand side of each file marker is PFC. Bannon. On the right hand side of each file marker you will see the characters #1. This represents the first island in the Yama Yama atoll. There are five islands to recapture if you are to conquer Pacific Islands.

If you wish to start playing the game proper, then you must register yourself as a new player. To do this, locate the pointer over one of the eight file markers and press fire. The relevant file will now pop up from the cabinet, and you will be presented with all of the file contents. See Figure 3.1. Start by typing in the name you wish to use in the area at the top of the registration menu. The program will automatically append all of your combat record under this name in the filing cabinet. Under-

neath your name you will see recorded your strike rate under KILLS and LOSSES. This details the number of enemy vehicles you have disabled and the number of your own vehicles which have been lost. At the start, since you will not have seen any action, the KILL and LOSS values will both be 0. In the middle of the file is the name of your present island. At the bottom of the file there are three icons.

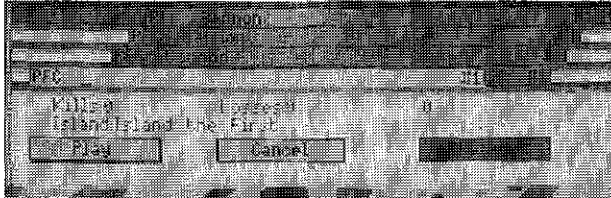
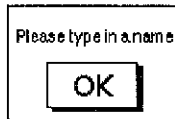


Figure 3.1
Player Registration Menu



Registration request box

On the left is the **PLAY** icon which takes you into the game via the vehicle identification stage detailed in the next chapter. If you select **PLAY** before a name has been entered, a request box will appear asking you to register your name.

The **CANCEL** icon causes the current file to go back into the filing cabinet.

The **RESET** icon causes all of the campaign information under the current filename to be erased, in case you wish to start your campaign over again.

You may have information for up to eight different campaigns stored in your filing cabinet. All of your campaign information is automatically written to the filing cabinet at the end of each successfully completed scenario. You may only play a particular scenario at any one time as one of the characters in your filing cabinet. Once each battle has been completed, win or lose, you will return to the filing screen. If you were victorious, then your file will have appended your latest successes, and you may proceed to the next battle. If you were unsuccessful, then the information on your latest battle is erased, and you are free to start where you left off with no penalty.

There are five separate islands in the Team Pacific campaign. If you manage to recapture the first island, by securing all of its battle areas, then you will be rewarded with a promotion to the rank of Corporal. You will then move on to the next island. The tactical skills required will become more complex and demanding. You will have to recapture all five islands in order to completely succeed in your mission. Victory in Pacific Islands is not going to be simple!



CHAPTER 4

Vehicle Identification Screen

4 - VEHICLE IDENTIFICATION SCREEN

If you are playing the full game rather than the practice scenario, then you must make the grade at a vehicle identification class before you are allowed to commence. The screen shows the profile of a particular American or enemy vehicle from twelve different directions, with a rotating view of the same vehicle at the centre of the screen. You must identify the vehicle by clicking on the vehicle name on the right hand side of the screen.

You will be shown three successive screens with the profiles of three different vehicles, and you must identify all three correctly to proceed. You will only be asked for vehicle identification at the start of each playing session after your machine has been turned on. Figure 4.0. shows a representation of all eight vehicles.

In the mayhem of battle it is imperative that you can tell at a glance the difference between an M113 and a BMP-2, if only because if you shoot the wrong one you will be killing men who are on your own side! If you study the section in the manual on vehicle types (Chapter 12), you will receive all the information you need for vehicle identification.

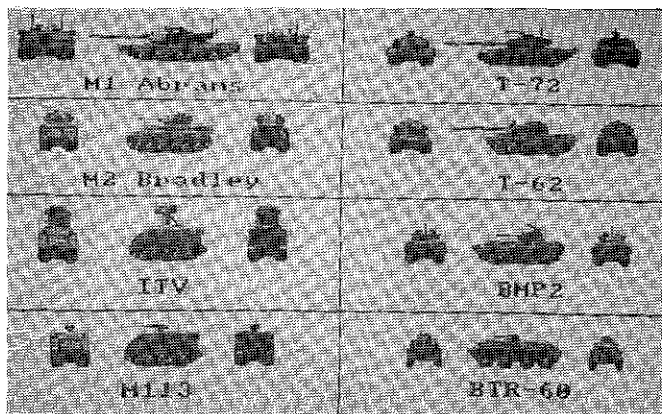


Figure 4.0



CHAPTER 5

Battle Selection Screen

5 - BATTLE SELECTION SCREEN

Once you have graduated from vehicle identification you will be shown a map of your current island on the battle selection screen. This map shows all of the major terrain features of the island, with all of the roads and villages of military significance. At the start of your offensive on the island you will see two different colours of square grids overlaid on the map. Red squares represent battle areas - these are the locations where your battle scenarios will take place. Your offensive on the island will only be successful when you have succeeded in subduing all of the battle areas on the island. Blue squares represent those areas you are free to move over to reach the battle areas. See Figure 5.0.

The flashing blue square represents your start position. To move you must place the cursor over an adjacent square and then press fire (i.e. you can only move directly up, down, left or right, where possible). When you reach a red square and press fire you will initiate your attack on that battle area and move to the next portion of the game. The direction of your approach will determine the start position of your tank units in the battle area.

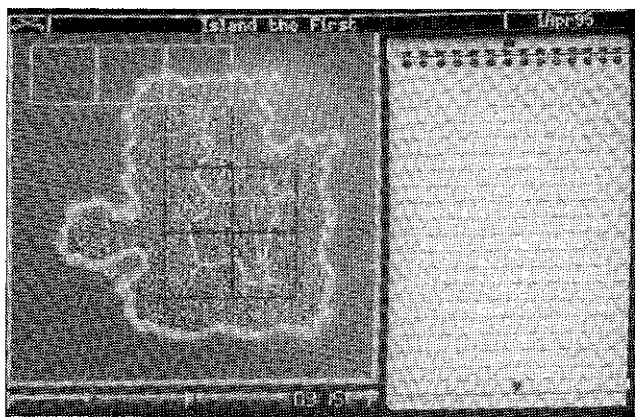


Figure 5.0
Battle Selection Screen

If you succeed in your forthcoming engagement, then when you choose to continue your offensive, you will find that the battle area on which you were victorious has turned yellow. You are then free to move from there over any adjacent squares (blue or yellow), until you choose another red battle area. When all of the battle areas on the island have been retaken you will move on to the next island.

If your battle is unsuccessful, then you will simply return to your previous position on the map. You will suffer no

penalty, and may proceed once again.

As the game progresses you will find that you have some choice as to the order in which battle areas can be attacked, or the direction from which your attack can proceed. You will have to make judgements according to all of the information you have gained, and the importance you hold on destroying communications facilities swiftly.



CHAPTER 6

Vehicle and Ammunition Purchase Screen

6 - VEHICLE AND AMMUNITION PURCHASE SCREEN

At the start of your offensive there is a sum of money (fifty-five million dollars) available for the financing of your campaign. This funding is entirely under your own control, and you will be allowed to continue indefinitely until you have either won a complete victory and retaken the entire Yama Yama atoll, or you have run out of money. You are not permitted an overdraft, so you must ensure that you are not too profligate with your purchases. If you are victorious in battle, or if you destroy certain key installations, then there will be further credits to your account. But you will be debited for any gratuitous 'collateral damage' you cause during your missions, and you will have to pay to restock any vehicles damaged or destroyed, or ammunition used, during your campaign.

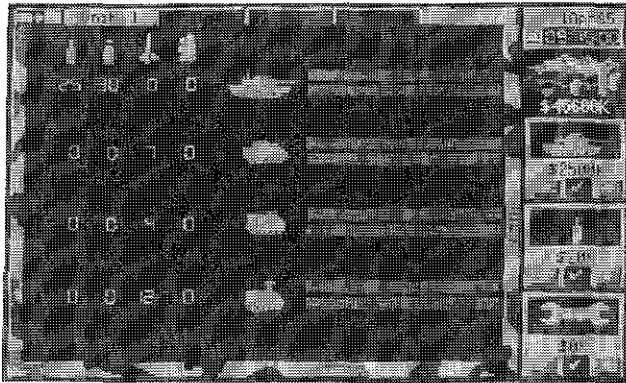


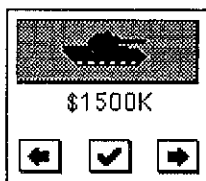
Figure 6.0
Vehicle and Ammunition
Purchase Screen

The first time you reach the purchase screen (See Figure 6.0) you will be asked whether you wish to make a 'default' selection of purchases. If you answer YES, then the four units of Team Pacific will be stocked immediately to allow you to continue swiftly towards your first battle. Unit 1 will have two M1 Abrams tanks and two ITVs. Units 2 and 3 will have four M1 Abrams each. Unit 4 will have two M2 Bradleys and two M113s. (See Chapter 12 for more details about these vehicles.) All four units will be fully stocked with ammunition.

You may then continue to the next stage of the game by clicking on the icon at the top left corner of the screen.

If you do not wish to make a default selection then you are free (within financial constraints) to select whatever vehicles and ammunition you wish for your four units. Each unit may have up to four vehicles, giving a total of sixteen as the maximum number of vehicles in Team Pacific. However, you start with no vehicles whatsoever.

Along the top of the screen are the names of each unit. The unit shaded in yellow is the one displayed in the main part of the screen. If you wish to refer to a different unit, then simply click on the name of that unit.



Purchase Icon
(vehicle)



HEAT



SABOT



TOW



SMOKE

The total sum of money in your account is displayed on the top right of the screen. This is instantly debited when you make any purchase.

There are three major icons down the right hand side of this screen:

The top icon is the **vehicle purchase icon** which allows you to buy the vehicles for your Team. Click on the arrows at the bottom of this icon to browse through the selection of all available vehicles. There are four allowed vehicle types - the world's foremost tank, the M1 Abrams; the all-purpose M2 Bradley; the M113 armoured personnel carrier and the TOW missile carrying ITV. (For further information on these vehicles read Chapter 12.) Below each vehicle you will see its purchase price. You will find that there are also sub-standard versions of each vehicle available for purchase at a cut-down price. These might prove useful if you are in financial difficulty, but be warned that these vehicles will not perform as well as their fully fitted counterparts in battle. When you have decided how you wish to stock your unit, then click on the tick at the bottom of the icon to purchase the currently displayed vehicle. You may choose up to four vehicles for each of your units, so long as you have money to pay for them. Note that once you have made a purchase you will not be allowed to change your mind, so be sure that you know precisely what you want.

You may now stock your vehicles with weapons using the middle, **weapon purchase icon**. Use the arrows under this icon in the same manner as above to browse through the full selection of available weaponry, and use the tick to make a purchase. There are four different types of ammunition available - HEAT, SABOT, TOW and SMOKE missiles. (See the Glossary for more information on these weapons.) Each vehicle can only carry certain types of missiles, so when you make a purchase the program will automatically distribute the weapons between the relevant vehicles as it sees fit. (See Chapter 12 for information on which type of missile each vehicle may carry.) You will not be allowed to purchase unsuitable weapons, or more weapons than your vehicles can carry. Because some of the vehicles can carry many weapons (for instance a single M1 may be armed with up to 30 SABOT shells), you will find selections of groups of ten missiles, so that you do not have to purchase everything individually. You cannot buy weapons on their own - they can only be bought for previously purchased vehicles.

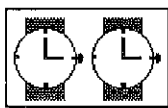
The lowest icon on the right hand side is the **extras icon**. There are three options accessible by clicking on the arrows. The repair option allows you to repair vehicles damaged in battle, or to repair



Repair



Morale



Time

sub-standard vehicles. Each click will repair a percentage of the damage to the vehicles in the displayed unit (for the cost displayed under the icon). When the lower bar to the right of a displayed vehicle extends to the edge of the main part of the screen it is fully repaired. The morale icon allows you to improve the morale of your vehicle crews by providing them with some R&R. The morale of the crew in any vehicle is represented by the upper bar to the right of the vehicle in the main part of the screen.

Note that incrementing both damage and morale not only costs money, but takes time. You will have to take this into account, because extra time gives the enemy more time to re-group and to counter your attack with more forces.

The time option allows you to increment the time in steps of one hour units. This allows you to decide on the time of your attack. The major use you might make of this feature is when you do not wish to make an attack at night. (It is dark between the hours of 11 p.m. and 4 a.m.)

You should ensure that you purchase vehicles AND weapons for ALL of the desired units in your Team before you move to the next screen. You are not allowed to change previously chosen vehicles.

When you are happy with your selections, you may proceed to the briefing screen by clicking on the icon at the top left corner of the screen.



CHAPTER 7

The Briefing Screen

7 - THE BRIEFING SCREEN

The briefing screen, figure 7.0, presents all of the intelligence information and command instructions for your forthcoming scenario, and also allows you to set up artillery bombardments where applicable.

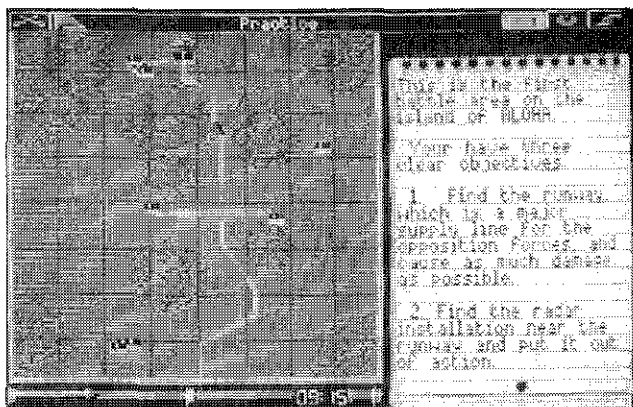


Figure 7.0
Briefing Screen



Crossed Swords Icon



Notebook Icon



Information Icon

In the central part of the screen, to the left, you will see a full map of the battle-field area. This displays all of the major terrain features - forests, roads, rivers and villages. It also shows the disposition of your forces at the start of the battle. Each unit of Team Pacific is represented by an American flag. To the right of the map is a notebook which details all of the important information available to you before the battle. You may flip through this notebook by clicking on the arrows at the bottom or top of each page, where applicable. There is

nothing to prevent you from reading through the notebook as many times as you wish. Beneath the map you will see displayed the battle commencement time on an LCD display.

The **crossed swords icon** will take you into the full battle. After you have clicked on this you will be asked to confirm that you wish to go into battle. Make sure that you are fully prepared!

The **notebook icon** reactivates the notebook if you have previously activated one of the next two icons. This contains your briefing based on all available information before your engagement.

The **eye - or information - icon** is a special feature which allows you to glean further information from the map. When you are in information mode place your pointer over the map, and you will notice that it changes shape into a cursor. If you click at any point you will notice that a flashing box will appear on the map. This box appears at the closest point of special interest relative to your cursor position. The notepad will now display the particular information about this position on the map. You will find out important facts relating to local topography when you use this feature. Alternatively, now that you are in information mode, you can look at all the special points of interest simply by clicking up or down through the notepad. When you get to a new page, so the new point of interest flashes on the map.



Cannon Icon

The **cannon icon** allows you to set up artillery barrages or lay minefields in advance of the battle. You are not able to access artillery or mines during the battle itself. You will sometimes be allowed to create a number of separate barrages of **HE** (High Explosive), **DPICM** (Dual-Purpose Improved Conventional Munitions) and **SMOKE** shells, or to lay mines over a chosen 400mx400m area. The precise availability of artillery will depend on the particular engagement you have chosen - some battles do not allow you any artillery or mine backup. The precise details of each barrage that you set up for the battle may be varied on the

overlays which appear on the notepad. By pressing either of the two arrows next to the timer on the artillery overlay, figure 7.1, you may alter the start time for a particular barrage. (This is not relevant in



Figure 7.1
Artillery Overlay

the case of laying mines.) Clicking on the red cross stops any chosen barrage from taking place.

The location for a particular barrage is shown by a flashing yellow square on the map. This location may be changed by moving the cursor over the map and clicking at the desired position. For further information on the available artillery types, please read the glossary near the end of the manual.

Pacific Islands

CHAPTER 8 The Gameplay Screens

8 - THE GAMEPLAY SCREENS

You have access to all 16 vehicles in Team Pacific, and you are going to have to become proficient at managing all of them. In either quadrant mode, when all four platoons may be controlled at

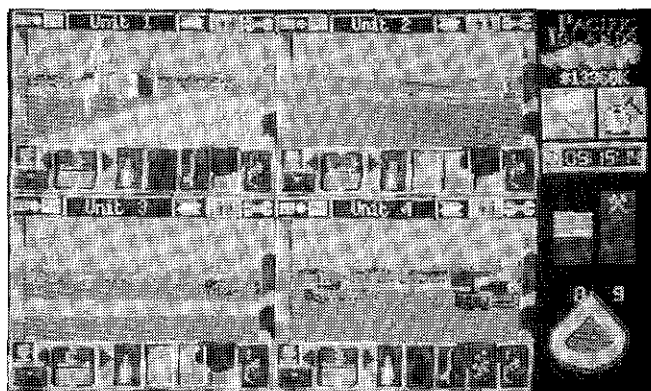


Figure 8.0
Quadrant Mode Screen



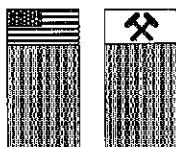
Quit Game Icon



Pause Icon



Time Display



Strength Histograms

once, or full-screen mode, when the display homes in on just one platoon, you have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

Just beneath the Pacific Islands logo you will see the current state of your bank balance, which is updated as soon as it changes during the game. Beneath this there is a white flag, or game **QUIT** icon, which allows you to exit the battle. You will be asked to confirm this decision before you are allowed to quit. To the right is the game **PAUSE** icon, which allows you to take a break during battle. Underneath, you will find the **TIME** display, which gives the time in hours, minutes and seconds on a 24 hour clock. You should keep an eye on this to note forthcoming artillery attacks or when your scenario involves a deadline. Beneath the clock there are two **STRENGTH** bars topped by enemy and American flags. These show the relative strengths of the two sides, calculated according to casualty and morale factors. At the bottom of this column you will see your **RANK** displayed graphically. Along the bottom of the screen there is a single text line which will display any vitally important information. You will be told about forthcoming artillery strikes, casualties in your team or hits on opposing cavalry.

QUADRANT MODE

When you first enter the game you will be in quadrant mode, where the active part of the screen is split up into four sections relating to each of the four platoons of Team Pacific. The upper row of icons in each quadrant allow you to alter what is viewed on the screen. The leftmost icon will **expand** the view of that particular platoon to occupy most of the screen - in this full screen



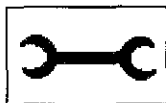
Expand View Icon



Map Icon



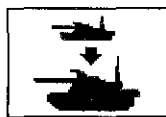
3-D View Icon



Status View Icon



Deadstop Icon



Zoom Icon



Rotate and Compass Icon

mode you will be offered extra features - but you will not be able to see all of the action. In the middle, the name of the platoon is displayed. To the right there are three icons. The **map** icon changes the view to a map quadrant with a plan view of the battlefield. The **3-D view** icon changes the view to a 3-d simulation of the battlefield. The **status** icon changes the view to a screen detailing the status of all vehicles in that unit. The icon corresponding to the current viewing mode is shaded in yellow. Chapter 2 details how to access these features by using the keyboard.

At the start of the game each quadrant displays a simulated 3-d view of the battlefield, see figure 8.0:

3D VIEW QUADRANT

When a three dimensional view of the battlefield is displayed, then at the bottom of the display you will see the following icons:

To the left there are two icons, one on top of the other. The red **dead stop** icon allows you to halt the movement of your unit. It is a toggle switch, and so when clicked again your unit will start to move at its previously determined speed. When you start the game you will always be stationary. You are only able to set your course and speed using the map views, rather than the 3d views.

The **zoom** icon will magnify the view on the screen by a factor of 6. This icon toggles between magnify and non-magnify.

To the right of these two icons are two red arrows which form a **rotate and compass icon**, allowing the player to rotate the view clockwise or anti-clockwise through 360°. This is equivalent to rotating the gun turret - IT DOES NOT ALLOW YOU TO ALTER THE DIRECTION IN WHICH YOU ARE TRAVELLING. Between the two rotate arrows lie two compasses: the upper (red) compass shows the direction which you (i.e. the gun turret) are facing; the lower (green) compass shows the direction in which the vehicle is facing. If you click on the central part of the compass, then your view will rotate towards the direction in which you are travelling.

Useful shortcut for players with a mouse: If the player depresses the RIGHT mouse button while the pointer is on the 3-d view, then the view will rotate at a rate relative to the distance of the pointer from the centre of the view. (The further the pointer from the centre, the faster the rotation.)

To the right of the compasses are five icons which represent the various types of weaponry available to the unit. Clicking on any of these is equivalent to a command to the loader to load a particular shell. When the shell is selected the icon clicks in (like a button) and when it is loaded the icon lights up. You will also hear a signal when the weapon is available for firing. The weapon



HEAT



SABOT



TOW



SMOKE



Machine Gun



Zoom Magnify Icon



Zoom De-Magnify Icon

loading times accurately reflect the time taken for a vehicle to rearm itself in battle. See Chapter 12 for more details. Once a weapon is fully loaded, the pointer becomes a set of sights when moved over the 3d display. Clicking at a particular point on the landscape leads to the shell being aimed at that point (with some predetermined inaccuracy factors). The five available weapon types, from left to right, are:

HEAT - a high explosive anti-tank round (see glossary);

SABOT - an armour-piercing tungsten shell (see glossary);

TOW - a high-range anti-tank missile (see glossary, and note in particular that this may only be fired when your vehicle is **STATIONARY**);

SMOKE - a smoke grenade which allows enemy vision to be obscured (see glossary);

MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds (see glossary).

Most platoons will not have all weapon types available (for instance, the M1 Tank does not carry TOW missiles). If a weapon is not available then that particular icon will not be displayed.

Once the platoon has no more loaded shells of a particular type there will be a delay before it is possible to use them again, according to the re-load times of your weapons.

All of these screens operate in a multi-tasking mode. This means, for instance, that while you are waiting for one platoon to load its weaponry, you are free to do anything you wish with any other platoon.

MAP QUADRANT

The map quadrant screen shown in figure 8.1, allows you to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map. All of the major terrain features of the battlefield are displayed on the map - roads are light grey, rivers are blue, forests are green shaded clumps, and buildings are marked as red and white boxes.

There are two zoom icons represented by magnifying glasses. Clicking on the upper zoom icon **magnifies** the resolution of the map. Clicking on the lower zoom icon **demagnifies** the map. There are seven levels of magnification. On the lowest level the whole width of the battlefield - 4 miles across- is displayed. On the highest magnification the width of the displayed map is 0.2 miles across.

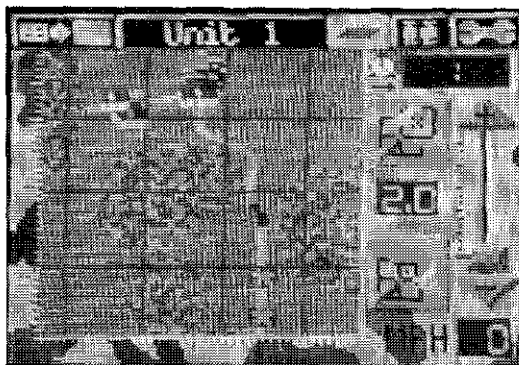


Figure 8.1
Map Quadrant



Map Width Display

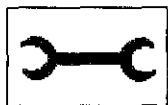


MPH

Slider Bar



ETA Icon



Status View Icon

The full **width** of the map in miles is shown between the two zoom icons.

If you have a mouse, and you are not viewing the whole battlefield, you may scroll the map in any direction by locating the pointer over the map and depressing the right mouse button. The map will then scroll at a speed and direction relative to the position of the cursor from the centre of the map.

In order to move your platoon you have to provide information about the desired destination and the speed.

Place the pointer over the map at the required destination and press fire. A crosshair will be left on the screen to mark the current destination point. Now go to the **slider bar** and set the intended speed of travel. You may do this either by clicking on the arrows at the top or bottom of the slider bar, to increase or decrease the platoon speed respectively, or by moving the pointer to the desired speed. The current speed is displayed, in miles per hour, under the bottom arrow of the slider bar.

The expected time of arrival, or ETA, at the current destination is printed at the top of the right hand side of the map quadrant. Note that only one destination is allowed for any platoon at any time, and that this destination may be altered at any time, whether or not the previous destination has been reached. The maximum speed of any of your vehicles is 50 miles per hour. The maximum speed you may achieve depends on the terrain type across which you are traveling. The fastest terrain type is road, followed by cross country, forest and then river, which is the slowest terrain type. If you wish to travel by the fastest possible means, try to find a suitable road.

STATUS QUADRANT

The Status Quadrant is accessed by clicking on the status icon. Every vehicle in the unit will then be displayed on the screen. (By now you will, hopefully, be able to recognise and identify the profile of all of your vehicles!) To the right of each vehicle are two bars. The upper bar represents the morale of the personnel in the vehicle. Morale is improved when the vehicle achieves a hit on an enemy tank, and decreases when the platoon is fired at, or there are losses on the American side. The lower bar represents the efficiency of the vehicle and its personnel. The efficiency de-

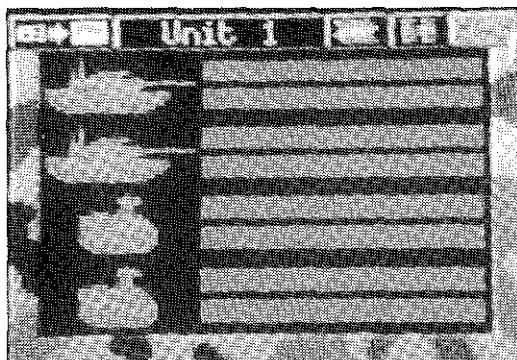
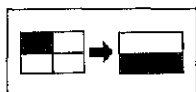
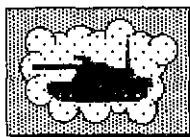


Figure 8.2
Status Quadrant



Expand View Icon



Engine Smoke Icon



Infra-Red Imaging Icon

creases when the vehicle has suffered some damage from opposition fire power. The values of morale and efficiency affect the ability of your platoon to strike the opposition accurately and swiftly when a command to launch a weapon is raised. If a vehicle is terminally damaged it will turn red on the status screen. That vehicle and any remaining personnel will be left behind when the platoon moves on. If all of the vehicles in a platoon are disabled, that platoon becomes ineffective, and a red status screen will be displayed. See

figure 8.2. You are also able to alter the quadrant view of a disabled unit to display the map of the battlefield.

FULL SCREEN MODE

You may expand the view to one single unit by clicking on the top left icon of any of the quadrants. This will take you into full screen mode for that platoon. See figure 8.3. The top row of icons in this mode are identical in function to those in quadrant mode. The only difference you will note is that all of the units are named, with the current platoon in view highlighted in yellow. If you click on another unit name then the screen will change to a full screen view for that unit

FULL SCREEN 3D VIEW

This type of view is identical to the quadrant 3-d view, except that it occupies the full screen(!) and there are additional facilities available. The control panel underneath the view has the following icons:

Engine smoke icon. Clicking on this icon causes your platoon to produce engine smoke. This will prove very useful in confusing your enemy if you find yourself in a tight corner. If you find that you are always getting destroyed by the enemy, try to use engine smoke more frequently.

Infra red (or thermal) imaging icon. This system is vital to see what is happening when it is dark, or when enemy forces are covered by smoke. Anything which produces heat can be imaged using a thermal sight - you will soon get used to identifying vehicles by their thermal image. This feature is very useful for identifying

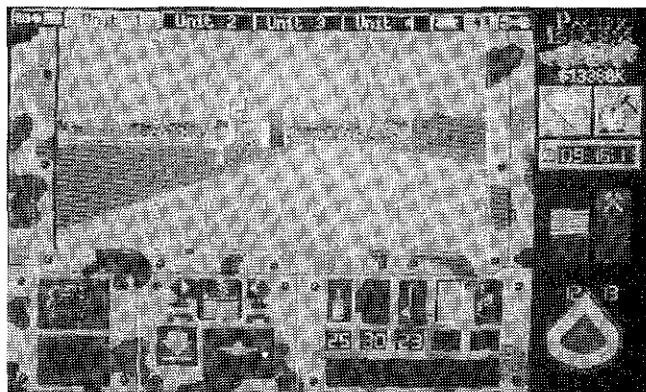


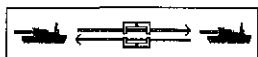
Figure 8.3
Full Screen Mode



Rotation and Compass Display



Zoom Icon



Laser Range Finder

vehicles camouflaged on the edge of forests. The thermal image generated in a modern tank is green and not red.

Rotation icon and compass display. These work in the same way as in the quadrant view, and the mouse shortcut still applies.

Dead stop icon. This allows you to come very quickly to a dead stop. You will find this feature very useful if you suddenly find a target, and you need more accuracy or you need the use of

TOW missiles.

Zoom icon. When this icon is accessed, the central portion of the screen is magnified by a factor of 6. You will find the zoom facility essential for spotting vehicles which are over 500m away. Since the range of some of your (and the enemy's) weapons is over 2 km, using the zoom feature may save Team Pacific from destruction. Note that if you rotate your view when you are in zoom mode, the speed of rotation is slower than in normal viewing mode.

Weapon icons. These icons work in identical fashion to the quadrant weapon icons. The only difference is that the number of remaining missiles for each type is displayed underneath each icon. If you have more than one hundred missiles of a particular type in your unit, the number displayed will be ninety nine.

Laser range finder icon. Underneath the weapon displays you will find the laser range finder, which lights up red when in use. The range finder will lock on to a reflective target (such as an armoured vehicle) if the firing cursor is placed directly over the object. You will know that the system has locked on when the cursor changes shape to a rectangle. The range finder, however, will not keep a moving object permanently locked - so it is easiest to use on a stationary target when you are stationary. Remember, though, that when you are stationary you present an easier target for your opponent. Although use of the range finder will increase your shooting accuracy, it does not provide a 100% hit rate. Clicking on this icon will toggle range finding on and off.

FULL SCREEN MAP VIEW

The full screen map for a particular unit has all the capabilities of the quadrant map, as mentioned earlier, with some additional features. See figure 8.4. On the map itself you will see that the flags relating to each Team Pacific platoon have a number next to them - these relate to the platoon number of that unit. The extra icon features to the right of the map are as follows:

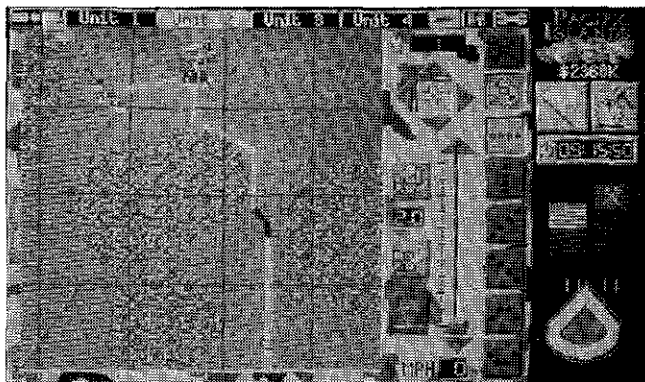


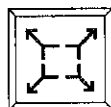
Figure 8.4
Full Screen Map View



Scroll Icon



Dead Stop Icon



Wide Formation Icon

Scroll icon. The four arrows underneath the ETA display allow you to scroll your map in any of the four directions. The shortcut of using your right mouse button to scroll still applies. If you click on the region in the centre of the arrows the map will automatically centre on your platoon position, and if you are moving the map will scroll to keep your unit at the centre of the display.

Dead Stop icon. This red icon, just to the bottom left of the speed slider bar, causes your platoon to come to a dead

halt when clicked.

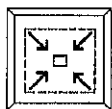
Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres. You might wish to increase your formation spacing if you are travelling in file through a narrow gap between forests. If you are spotted while you go through the gap, then you will have more time to react

Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres.

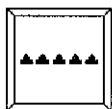
The bottom six icons of the vertical column to the left of the screen allow you to change the formation type of the vehicles in your platoon:

In-line places your vehicles in a line abreast relative to your direction.

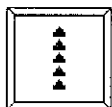
Column places your vehicles in a line ahead relative to your direction.



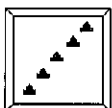
Narrow Formation Icon



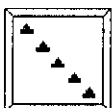
In-line Formation Icon



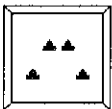
Column Formation Icon



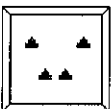
Echelon Right Icon



Echelon Left Icon



Wedge Formation Icon



Vee Formation Icon

Echelon right places your vehicles on a left to right diagonal relative to your direction.

Echelon left places your vehicles on a right to left diagonal relative to your direction.

Wedge places your vehicles in a wedge formation.

Vee places your vehicles in a vee formation.

The choice of different formation types will alter your exposure to enemy fire according to your relative locations.

FULL SCREEN STATUS VIEW

As in the quadrant status view, the morale and efficiency of each vehicle in a platoon is displayed. The extra information provided in full screen view is the number of available weapons for each vehicle in your platoon. All vehicles in Team Pacific are armed with an 'infinite' number of machine gun rounds. Particular damage to any vehicle is displayed in red.

[illegible]



CHAPTER 9

The De-Briefing Screen

9 - THE DE-BRIEFING SCREEN

A battle may end for a number of reasons. You may have won because you have reached a desired location, held a defensive position for enough time, or destroyed the majority of the opposing forces. You may have lost because you have not gained a desired attacking position, held a defensive position for long enough, or lost too many of the vehicles of Team Pacific. In general, if you do not achieve your objectives within forty playing minutes, then you will lose the battle. If you fulfil all of the mission objectives mentioned during briefing then you should be victorious, if not then you will certainly have been defeated.

When the end of the scenario has been reached you will be told the outcome in the text line at the bottom of the gameplay screen. You then have the option to click on this line in order to view the de-briefing screen, or to quit the game using the white flag icon. The reason we have provided this option is for the case when you have WON a scenario, but have lost so many vehicles or been debited so much money that you would rather re-try the scenario again. If you win a scenario and then select to go onto the de-briefing screen, then all of your gameplay information is written to disk for the start of the next scenario. You may review the status of all of your platoons before deciding whether or not to go to de-briefing and hence increment your game file. In this case you will not be allowed to repeat the battle again using the same registered player file. Note that if you have LOST the scenario, then you will have to replay the scenario again and no information is written to your game disk.

If you move to the debriefing screen, then you will receive a summary of your battle progress. Once you have noted the comments on this screen then press fire to return to the start-up filing screen. The game can then be continued as before.



CHAPTER 10

How to Play Pacific Islands

10 - HOW TO PLAY PACIFIC ISLANDS

STRATEGY

Before launching yourself into a scenario it is best to use the briefing information to decide on your strategy for the forthcoming battle. Quite often you will be expected to position your vehicles or take some action very quickly at the start of the scenario (particularly if it is a defensive scenario). Through practise you will learn the strike power of Team Pacific, as well as the enemy. This will allow you to make more appropriate decisions about which vehicles to purchase at the start of each scenario. The information in Chapter 12 referring to vehicle types and the additional information in the Glossary will give you an idea of the relative strengths and ranges of all of the weapons that you will use or come up against. For instance, a BTR has very little armour and is only armed with a machine gun. If you are in a platoon manned with M1 tanks, you therefore have very little to worry about from a BTR, and you should dispose of it at your leisure, while realising that the threat from a T72 is rather more potent. The TOW missiles on your M-2's and ITV's are your most potent weapons in terms of strength and range, but remember that your vehicle must be stationary before they can be fired. Because you have to control four tank platoons simultaneously in Pacific Islands, we have not been strictly accurate in our operation of these wire guided missiles. Instead of leaving you to control and aim the missile over its flight of up to 15 seconds (thus causing you to relinquish your control of everything else that is going on), we have treated the TOW as a normal missile - once launched it will strike the area you have aimed at. The loading times for all of the missiles are accurately presented and reflect the length of time it takes for a missile to be loaded after the tank commander (you!) has ordered his gunner and loader to set up a target. It is part of the frustration of war that it takes some time to load an appropriate missile when confronted by a new and threatening target.

Because of the importance of communications facilities on the Yama Yama atoll, these will play a crucial role in your mission. The following section, Communications facilities, provides detailed information regarding this aspect of the mission.

It is worth remembering that tank battles are often fought at long range, and in particular that a platoon of tanks in the middle of an open plain are 'cannon-fodder' for suitably placed opposition. The tree line of forests or jungle provides very adequate protection for tanks, because of the camouflage provided by the trees. In Pacific Islands, you will find that the forests/jungles on your battle map

extend about 75 metres further than they do on the three dimensional display. This denotes the area where you can place yourself in order to look out on the battlefield while still camouflaged from your enemy. It is therefore often a good policy to always look for an appropriate area of tree line when considering your manoeuvres. As soon as you fire, however, you will give your opponents a chance to locate you for about ten or fifteen seconds, if they happen to catch a glimpse of smoke from your gun barrel. Remember that the opposition can use the same tactic of utilising forest cover. Your Infra-red sights will often be invaluable to spot vehicles which would otherwise be hidden in the tree line.

The magnify mode on the 3d view is very powerful. Since you should be able to destroy a vehicle which is well over a mile away from you, you will often need to use the magnified sights in order to locate the enemy before they spot you. When you are being attacked try to locate the precise vehicles which are firing at you, since they will be the most potent threat. It is obviously more urgent to dispose of a threat which is attacking you rather than one which is performing some other action!

The position of known enemy units will often be marked on the map displays with a flag representing each unit. These flags will be displayed either when the player should have the units in his sights or when there has been information received from intelligence. However, just because an enemy flag does not appear on the map does not necessarily mean that there are no enemy units nearby. For instance, if an opposing unit is in a forest or on the tree line of a forest, there will normally be no information presented on the map screens. It is up to you to seek and destroy the enemy.

It is inevitable that some of your battles will be due to take place at night. It is dark between the hours of 11 p.m. and 4 a.m. Between these times you will find that all of your normal external views are completely dark. If you do not wish to join battle in the dark, then you have the option to increment the time on the vehicle purchase screen. But remember that time is of the essence during this campaign, and you will lose valuable hours. If you are going to fight at night then you must use your infra-red sights at all times. At first this will seem quite disconcerting, but you will have to learn to cope!

COMMUNICATIONS FACILITIES

As you will already have gathered, one of your constant objectives while playing Pacific Islands is to locate and destroy as many communication facilities as possible. The enemy have taken over and supplemented the communication facilities throughout the atoll. It is vitally important that secret information

about the nature of the Pacific early warning network is not transferred to North Korea. On a more immediate level, the enemy will be using these facilities to pass on information about your whereabouts, as well as your strengths and weaknesses. On each island, the longer it takes you to achieve success, and the longer it takes you to destroy communication centres, the harder you will be attacked by the opposition. Keep this in mind when you decide to do repairs, or give your tank crews some time off. It is a fine balancing act.

Sometimes you will find that intelligence has pinpointed certain facilities with great accuracy, and you will be told this during your mission briefing. However, there will be many communication stations which have escaped their eyes, and so you will constantly have to search during your offensives. Your battle maps do not show the location of most comms centres, so you will not have any extra information from this source.

SCOUT UNITS

In many battle areas there are also isolated 'scout' vehicles, which the enemy use to help locate and assess your movements. These are modified BTR personnel carriers which can travel at fairly high speed. They will appear on your battle maps in the same manner as any other opposition vehicle. Although they cannot cause any physical damage to your Team, it will be vital to locate any 'scouts' within your area so that information is not passed on to other enemy units.

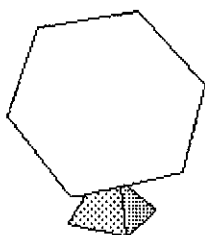
YAMA YAMA'S ARCHITECTURE

There are many different types of buildings and objects which you will come across throughout the Yama Yama atoll. They range from road signs and houses, to factories and satellite dishes. Every object which you can see can be destroyed. The amount of explosive force required depends very much on the type of structure you are attacking. A statue or palm tree will collapse if directly hit by a HEAT missile. A factory, on the other hand, might require many direct hits from TOW missiles to be completely destroyed. It is important that you try to aim at the centre of any object if you are going to destroy it efficiently and without wasting valuable and expensive ammunition.

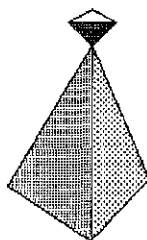
Every object which you destroy will have an effect on your financial balance sheet. Buildings which are clearly islanders' property and not a direct part of the opposition war effort should be left intact. Any unnecessary object which is destroyed, even by the opposition, will result in a fine being imposed, and an immediate reduction to your financial account. The scale of these

charges will become apparent to you as they happen, and you will learn how to proceed by experience. The destruction of churches and hospitals are regarded with the gravest concern, and commensurate fines will be imposed. Occasionally, if the level of destruction is too great, then your battle will be forcibly terminated. You will learn that in the middle 1990's excessive collateral damage is no longer politically acceptable! On the bonus side, there are always financial incentives for destroying opposition facilities, particularly communications centres. Hopefully this will satisfy any destructive tendencies you might have.

The major types of objects you will encounter can be seen below;



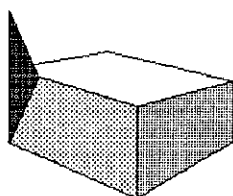
Satellite Dish



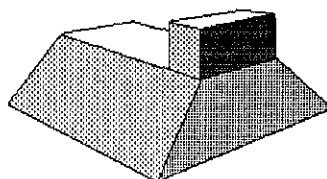
Radar Tower



Communications Aerial



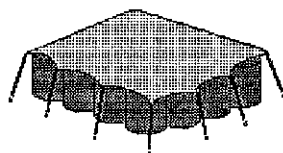
House with
Communications Aerial



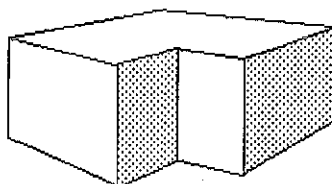
Factory



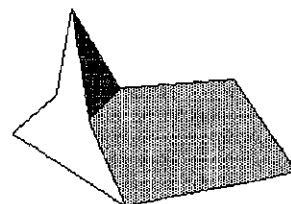
Ammunition Dump



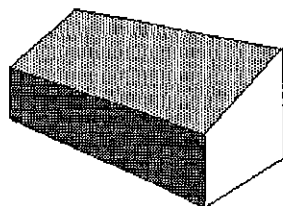
Fuel Dump



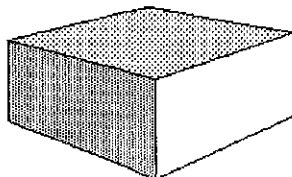
Hospital



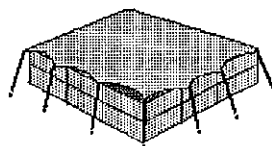
Church



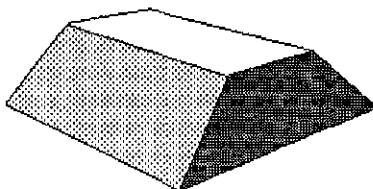
House



House



Food Dump



Warehouse

TERRAIN

There are many different types of terrain over which you can move in Pacific Islands. You will only be able to achieve your full operating speed while traveling over roads, which are grey on the map and in your 3d view. Traveling over cross-country reduces your speed and increases the amount of 'pitch' which you will encounter in your 3d view. This will make engagement of the enemy rather more difficult. Your speeds on the tree line of forests are further reduced, but these regions do provide camouflage from your opponents (as detailed above). Inside forests you will often find tracks (which look like brown roads) which will allow you to make faster progress than simply battling through the trees. It will often be useful to locate these tracks and incorporate them in your strategic plan. Rivers provide the slowest type of terrain over which to cross, and can leave you very exposed to enemy fire while you are crossing them.



CHAPTER 11

Differences Between Team Yankee & Pacific Islands

11 - DIFFERENCES BETWEEN TEAM YANKEE AND PACIFIC ISLANDS

Much of the direct control of your tank platoons will already be quite familiar to you, so this brief chapter outlines how to quickly find out the differences between Pacific Islands and Team Yankee without having to read all of the manual. We would recommend that at some stage you do browse through the complete manual, because there are certain to be aspects of the game which you have not fully grasped from your previous experiences.

Unlike Team Yankee, the game does not play entirely sequentially, and no scenarios are repeated at a more complex level. Each battle is entirely different and you have some control over the order in which battles are engaged. The first unfamiliar screen will be the battle selection screen, and you are referred to Chapter Five for further explanation. Once you have selected the site of your next engagement, you will be required to purchase vehicles and ammunition, and details for this are to be found in Chapter Six. Pacific Islands will require you to control the funding of your entire campaign, and so you will find that this adds an extra dimension to the product. After you have performed your purchases you will proceed to the familiar Briefing Screen. This works in the manner of Team Yankee, except that you will find that under the artillery option you are occasionally allowed the facility of planting a minefield. This is positioned by your crosshair over the map, and each minefield covers a 250m x 250m area. Make sure you remember where you have laid mines, because they can't differentiate between you and the enemy, and will treat you both in the same manner! Remember that your opponents are also able to lay mines, and it will be very clear when you have entered an opposition minefield.

The gameplay screens operate in a very similar manner to Team Yankee. The only obvious differences are that we have added dead stop and zoom icons to the quadrant three dimensional views, and a dead stop icon to the full screen three dimensional views. This was in response to comments made by players of the original game who were frustrated by having to switch back and forth between 3d and map screens in order to perform these simple functions. Note that we take all of your comments seriously!

The objectives you will face in Pacific Islands are rather more complex than in Team Yankee. Often there will be multiple objectives and sub-objectives in any particular scenario. For an

update on important issues relating to playing the scenarios, the last chapter we would point you to is the previous one - Chapter Ten. You will find that an often unwritten objective is to destroy any communications facility you may come across. You are now able to destroy any object which you can see on the three dimensional view, and we hope that this adds to the realism and pleasure of playing the game. You will find other improvements as you play through the game. The 3d routines have been speeded up, and this allows us sometimes to create villages, which would have caused Team Yankee to perform rather too slowly. The opposition strategy is now under rather more 'intelligent' control, and this means that although the game may be more testing, it should now be more satisfying. There is also genuine line of sight now operating, and this should iron out any problems with stray opposition units attacking you from unfeasible positions. The use of the tree line as camouflage has also been altered to be more acceptable.

If you played Team Yankee and enjoyed it then we are sure that you will get even more pleasure from Pacific Islands!



CHAPTER 12

Vehicle Types

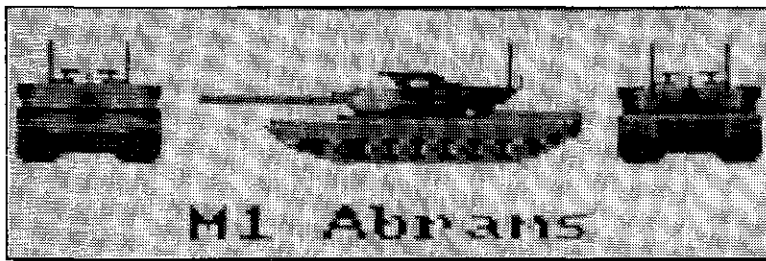
12 - VEHICLE TYPES - Team Pacific

M-1 Abrams Main Battle Tank

The M-1 Abrams is the fastest and best protected main battle tank in service with any army in the world today. Its 105 mm gun is extremely effective and, while it does not have the muzzle velocity of the 125 mm hypervelocity smoothbores of Soviet tanks, its advanced ammunition and very effective ballistic computer combine to give comparable or superior performance. New SABOT ammunition (see glossary) has recently increased this effectiveness. The thermal sights, allowing the gunner improved visibility through smoke and darkness, give the vehicle a unique combat advantage over its adversaries. The M-1 uses 'Chobham' composite armor, which contains a large outer layer of hard steel, with successive inner layers of other metals and ceramics. This type of armor very effectively absorbs the heat from the hot gasses of HEAT ammunition. Great emphasis has been placed on reliability and maintenance, and it is claimed that the complete engine can be removed for replacement in under 30 minutes.

Specifications

Crew	4
Weight (Tonnes)	54.5
Full Length (cm)	977
Engine Type	Turbine
Road Range (Km)	498
Max Speed (Km/h)	72.4
Max Speed off-road	48.3
Frontal Armour (mm)	380
Main Gun	Smooth
Calibre (mm)	105
Effective Range (m)	2500
Maxrate (round/min)	8
Total Rounds	55
HEAT Rounds	Yes
SABOT Rounds	Yes
TOW Rounds	No



M-113 Armoured Personnel Carrier

The M-113 is the basic armored troop carrier in the U.S. Army, and has been since the Vietnam War. It was designed 'to provide a lightweight, armored personnel carrier for armor and infantry units capable of amphibious and air-drop operations, superior cross-country mobility and adaptations to multiple functions'. The all-welded aluminium hull protects the crew from small arms fire and shell splinters. It is fully amphibious, being propelled in water by its tracks. Successful adaptations include the M163 Vulcan self-propelled anti-aircraft gun, the M577 Command Post and the M901 Improved TOW Vehicle. The M-113 is being replaced by the M-2 Bradley Infantry Fighting Vehicle, but the slow procurement rate means that many US mechanised units will continue to use the M-113 into the 1990's.

Specifications

Crew (+ squad)	2 (+11)
Weight (Tonnes)	11.2
Full Length (cm)	486
Engine Type	Diesel
Road Range (Km)	321
Max Speed (Km/h)	64.4
Max Speed in water	5.8
Frontal Armour (mm)	38
Main Gun	Machine
Calibre (mm)	12.7
Effective Range (m)	500
Maxrate (round/min)	N/A
Total Rounds	1200
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	No

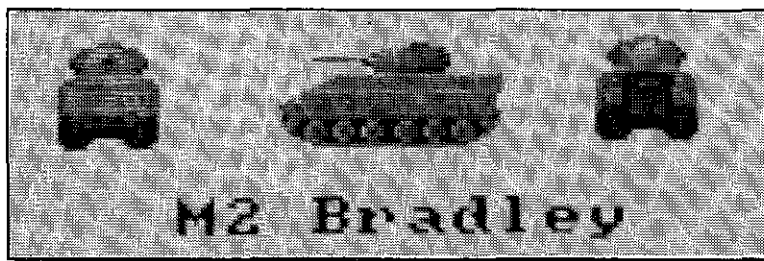


M-2 Bradley Infantry Fighting Vehicle

The Bradley is a reasonably protected Infantry carrier and is extremely mobile and well armed. The hull of the M-2 is of welded aluminium armor with additional laminate fitted to the hull front, sides and rear. It is fully amphibious, being propelled through water by its tracks. By 1987 only 3000 Bradleys had been delivered to the US Army out of a procurement of nearly 7000 vehicles. The M-2 has come under considerable fire from critics due to its expense and slow delivery. Critics also suggest that its inferior armor protection will hamper its ability to operate with the M1 tank. An effort is being made to equip battalion scout platoons with Bradleys, however. The M-2 has extra firing ports to side and rear and can carry a full rifle squad. It is worth noting that the M-2's TOW missiles may only be launched when the vehicle is stationary.

Specifications

Crew (+squad)	3 (+6)
Weight (Tonnes)	22.7
Full Length (cm)	645
Engine Type	Diesel
Road Range (Km)	483
Max Speed (Km/h)	66
Max Speed in water	7.2
Frontal Armour (mm)	60
Main Gun	Cannon
Calibre (mm)	25
Effective Range (m)	1000
Maxrate (round/min)	100
Total Rounds	900
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	2+5

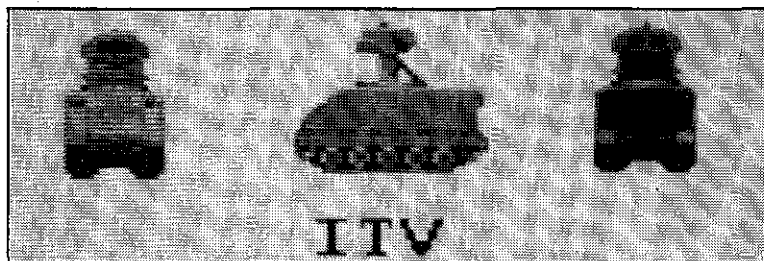


M-901 Improved Tow Vehicle (ITV)

This is a variant of the M-113, mounting the 'hammerhead' armored TOW launcher in an overhead mount. The launcher assembly contains twin TOW launch tubes, with another 10 launch missiles carried in the hull. This gives the ITV the ability to park with the entire vehicle behind cover and only the missile launcher exposed. The launcher can also be reloaded from inside the vehicle. A major disadvantage is that the armored TOW launcher and ammunition carried internally have badly overloaded the chassis and reduced its mobility significantly. Also, remember that a TOW missile can only be launched from a stationary vehicle. The ITV is the standard anti-tank missile carrier of the U.S. Army, having first entered service in 1979.

Specifications

Crew	4
Weight (Tonnes)	11.2
Full Length (cm)	486
Engine Type	Diesel
Road Range (Km)	321
Max Speed (Km/h)	55
Max Speed off road	N/A
Frontal Armour (mm)	38
Main Gun	None
Calibre (mm)	-
Maxrate (round/min)	-
Total Rounds	-
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	2+10
Effective Range TOW	4000m



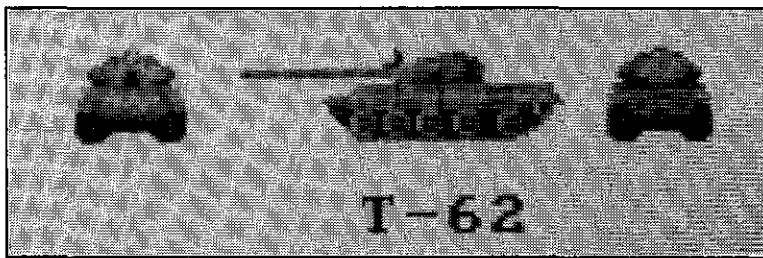
VEHICLE TYPES - The Opposition

T-62 Main Battle Tank

First fielded in the 1960's, the T-62 was the first major tank to use a smoothbore gun. There were severe limitations due to engineering design, which for example, meant that reloading could only occur at a set turret angle and barrel elevation. The T-62 has now been superseded in front line service by more modern types, such as the T-72. The T-62 has been used in combat by the Egyptian and Syrian forces, as well as Iraq during the Gulf War. Although not so sophisticated as western tanks, the T-62 has proved itself a rugged and reliable vehicle. It is estimated that at least 40,000 T-62 tanks have been built by the Soviet Union, and it is also in service with Afghanistan, Algeria, Cuba, India, Israel, Libya and North Korea.

Specifications

Crew	4
Weight (Tonnes)	37.5
Full Length (cm)	933
Engine Type	Diesel
Road Range (Km)	450
Max Speed (Km/h)	50
Max Speed off-road	N/A
Frontal Armour (mm)	200
Main Gun	Smooth
Calibre (mm)	115
Effective Range (m)	1500
Maxrate (round/min)	3-5
Total Rounds	40
HEAT Rounds	Yes
SABOT Rounds	Yes
Anti-tank Rounds	No

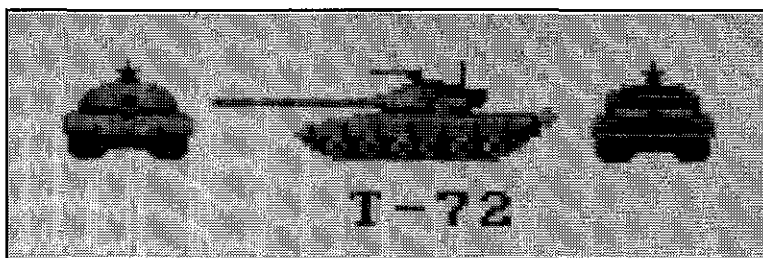


T-72 Main Battle Tank

The T-72 is one of several modern tanks that equip the Red Army, and was its main battle tank throughout the 1970's. It is a logical, progressive development of the T-62, incorporating a larger gun, improved fire control system, better protection and a more powerful power plant. The strange drums on the back of the T-72 are long range fuel tanks. The fire control system is believed to include a laser range-finder. Standard equipment includes an NBC system, a full range of night vision equipment, a snorkel for deep wading and a dozer blade which is mounted to the hull. In the late 1980's a new model was spotted, which had a bulging turret front, known colloquially as the 'Super Dolly Parton'.

Specifications

Crew	3
Weight (Tonnes)	41
Full Length (cm)	953
Engine Type	Diesel
Road Range (Km)	450
Max Speed (Km/h)	70
Max Speed off road	N/A
Frontal Armour (mm)	250
Main Gun	Smooth
Calibre (mm)	125
Effective Range (m)	2000
Maxrate (round/min)	6-8
Total Rounds	39
HEAT Rounds	Yes
SABOT Rounds	Yes
TOW Rounds	No

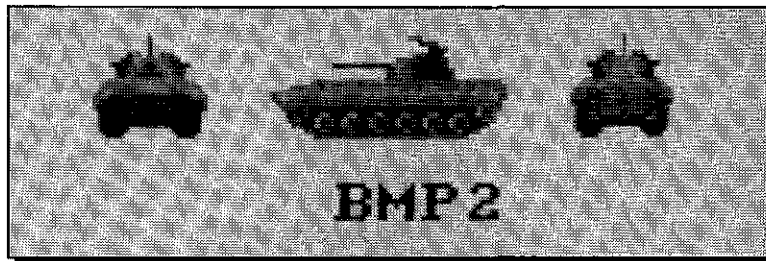


BMP-2 Infantry Fighting Vehicle

BMP is an abbreviation for Bronevaya Maschina Piekhota, or "Armored Vehicle, Infantry". The BMP-1 was the first infantry fighting vehicle in the world to mount a cannon and antitank missile armament, thus giving the rifle squad the ability to engage enemy armor at substantial ranges with a reasonable prospect of success. The newly-introduced BMP-2 is an improved version with a larger turret which mounts a 30 mm autocannon, and an AT-5 'Spandrel' anti-tank missile.

Specifications

Crew (+squad)	3 (+6)
Weight (Tonnes)	14.5
Full Length (cm)	574
Engine Type	Diesel
Road Range (Km)	500
Max Speed (Km/h)	70
Max Speed off road	N/A
Frontal Armour (mm)	19
Main Gun	Auto Cannon
Calibre (mm)	30
Effective Range (m)	1000
Maxrate (round/min)	N/A
Total Rounds	40
HEAT Rounds	No
SABOT Rounds	No
Anti-Tank Rounds	Yes
Anti-Tank Range (m)	4000

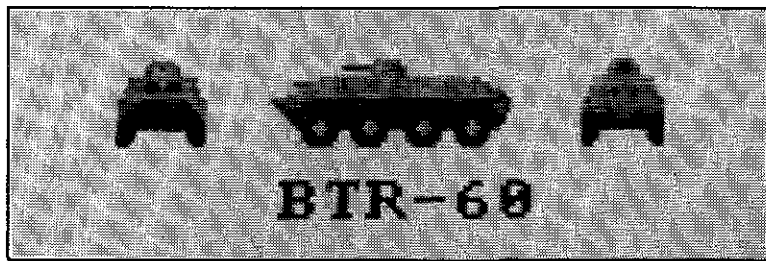


BTR-60 Armoured Personnel Carrier

The BTR-60 is a wheeled armored personnel carrier which equips many Soviet motorised rifle units. The advantage of a wheeled vehicle is a higher road speed, lower manufacturing costs, and generally increased ease of maintenance and mechanical reliability. The main disadvantage is that a wheeled vehicle loses more of its road speed when travelling cross country - however, it is sufficiently fast on the road that it can keep up with most tracked vehicles cross country.

Specifications

Crew (+squad)	2 (+12)
Weight (Tonnes)	10.2
Full Length (cm)	722
Engine Type	Petrol
Road Range (Km)	500
Max Speed (Km/h)	80
Max Speed off road	N/A
Frontal Armour (mm)	9
Main Gun	Machine
Calibre (mm)	14.5
Maxrate (round/min)	N/A
Total Rounds	500
HEAT rounds	No
SABOT rounds	No
TOW rounds	No





CHAPTER 13

Glossary

13 - GLOSSARY

BMP-2: A Soviet fully tracked infantry-fighting vehicle mounting a 30 mm cannon, an antitank guided missile, and a 7.62 mm machine gun. The BMP carries a crew of three and a six-man infantry squad. The BMP provided the prime motivation for the design and production of the Bradley fighting vehicle.

Bradley: An armoured fighting vehicle that comes in two versions, the M-2 mechanized infantry fighting vehicle version and the M-3 scout version. Both have a two-man turret that mounts a TOW missile launcher, a 25 mm chain gun and a 7.62 mm machine gun mounted coaxially.

BTR-60: A Soviet eight-wheeled armoured personnel carrier. This vehicle comes in several versions, from the original, which has an open top, to the BTR-60PB, which is completely enclosed and carries a small turret mounting a 14.5 mm and 7.62 mm machine gun. In addition to the personnel carrier version, the BTR-60 serves as a command and control vehicle, close air support vehicle, and other such uses.

CO: Short for Commanding Officer.

DPICM: Short for dual-purpose, improved conventional munitions. This is an artillery round that contains many small submunitions or bomblets that are capable of defeating the thin armour located on top of armoured vehicles as well as being effective against personnel and other "soft" targets.

HEAT: Short for high explosive antitank, a round that depends on a shaped charge explosion to penetrate an armoured vehicle's armour. Because the round contains high explosive, it has a secondary role as an antimaterial round. A typical muzzle velocity might be 1100 metres per second, with a penetration of over 150 mm in reactive armour. It is, however, much more effective against APC's than tanks, for which SABOT or TOW ammunition is more appropriate.

ITV: Short for Improved TOW vehicle. A modified M-113 armoured personnel carrier that has an antitank guided missile launcher mounted on a small rotating turret. TOW stands for tube launched, optically-tracked, wire-guided antitank guided missile. The TOW is currently the heaviest antitank guided missile in the U.S. Army's inventory capable of hitting a tank-sized target out to a range of 3700 metres.

Machine Gun: Every tank and personnel carrier in Pacific Islands carries an M2 calibre 0.50 machine gun, nicknamed 'Ma Duce'. This is the same heavy machine gun used in World War 2 - and serves as a tank commander's weapon. Additionally, each tank is provided with two 'M240' 7.62 mm machine guns. Of Belgian design, one is mounted coaxially next to the main gun - hence the nickname 'Coax'. The second M240 is mounted free-swinging outside the loader's hatch - its main value being that the two machine guns are interchangeable, as well as giving the loader something to hang on to when the tank is moving!

M-1: This is currently the main battle tank of the U.S. Army. It has a crew of four, mounts a 105 mm main gun, an M2 calibre 0.50 machine gun, and an M240 7.62 mm machine gun. The 54-ton tank is powered by a 1500 horsepower turbine engine and is capable of 45mph. The fire-control system incorporates a laser range finder, a solid state computer, a thermal imaging sight, and other electronics that allow the main gun to fire while on the move with a high degree of accuracy, day or night.

M-113: Until recently, the M-113 was the primary U.S. Army armoured personnel carrier. Weighing 11 tons, it has a crew of two, driver and commander, and the capacity to carry an entire infantry squad. The M-113 is normally armed with a calibre .50 M2 machine gun located at the commander's position. Because infantry cannot fight while mounted, the M-113 is being replaced by the M-2 Bradley fighting vehicle. The M-113 still remains a mainstay in the U.S. Army, performing support roles on or near the front.

Mech: Short for mechanized or mechanized infantry.

SABOT: The word is actually French for shoe. Here, it is the name of an antitank round. SABOT is short for armour-piercing fin-stabilized discarding sabot (APFSDS). The round consists of a small tungsten alloy or depleted uranium penetrator that has a diameter smaller than the diameter of the gun tube. To compensate for this, the penetrator is seated in a boot that is the same diameter as the gun. This boot, called the SABOT, falls away after the round leaves the gun, leaving the penetrator to continue to the target. The SABOT round has a very effective armour penetration out to 2500 metres. More useful against tank armour than a HEAT round.

Smoke: Smoke is very usefully generated in battle in order to obscure the location of vehicles from the enemy. There are three ways in which smoke can be produced in the battlefield. M-1 tanks

and M2 Bradleys have smoke grenade launchers on the sides of the turret. These can be fired forwards, giving a short-lived smoke-screen. The same vehicles can also produce engine exhaust smoke, which produces a smoke screen from the vehicle's rear, and which will move with the vehicle if it is in motion. Artillery smoke is very useful when called in just before an attack on an enemy position, to obscure you from their view.

T-62 Tank: A Soviet tank with a four-man crew and mounting a 115 mm smooth bore gun, a 12.5 mm and a 7.62 mm machine gun. Though considered obsolete, it is still very capable and found in many Warsaw Pact units.

T-72 Tank: A Soviet tank with a three-man crew and mounting a 125 mm smooth bore gun, a 12.5 mm and a 7.62 mm machine gun. The elimination of the fourth crewman is achieved by using an automatic loader for the main gun. Special armour and a sophisticated fire-control system make it a powerful foe that is difficult to stop.

Team: A company-sized unit that includes both tank and mechanized infantry platoons. Unlike a peacetime company, the number and type of platoons in a team can vary according to its assigned mission. In the case of Team Pacific, the default Team initially has two tank and one mechanized infantry platoon as well as two improved TOW vehicles.

Thermal Sight: A sight that detects the heat emitted by an object and translates that heat into a visible image for the gunner or the tank commander.

TOW: Short for tube-launched, optically-tracked, wire guided antitank guided missile. The TOW is the U.S. Army's current heavy antitank guided missile with a range of nearly 4000 metres. The guidance system provides a high probability of hitting a tank-sized target out to its maximum range. A TOW missile can only be launched from a static vehicle.

Track: This term can be used either to refer to the caterpillar tracks of a vehicle, or any tracked vehicle, other than a tank. For some perverse reason tanks, although having tracks, are not referred to as 'tracks'.

Warsaw Pact: A now outdated military alliance founded by the European Communist countries to counter NATO.



CHAPTER 14

Training Scenario

14 - TRAINING SCENARIO

Because of the urgency of your mission to Yama Yama, we're putting you through a 40 minute tank assault test to get you prepared. If you follow these instructions, and get through the scenario, then we know we've done our best, whatever happens.

Click on the Practice icon on the filing cabinet, and you will go straight into the briefing screen. Turn to Chapter 7 and read through how this operates. Read the three page brief, and look at the map of the training ground. Click on the information icon to gain more details about the layout. Click on the artillery icon, and you will see the artillery setup. Leave HE and DPICM barrages alone, but you can play with mines to see their effect if you wish. Now click on the upper left icon and get into training!

Keep an eye on Chapter 8 of the manual for all the information about the operation of these screens as we progress. Click on the zoom icon of Unit 3 and rotate your view of the area (either using the compass arrows or your right mouse button with the cursor over the view), until you get a tank on the main road in view. This is one of Unit 1's tanks. Now rotate the view of unit 1 and notice how the turrets move in the view from Unit 3. This is bit-mapped technology for you!

Now, click on the centre of the compass for unit 1, and notice that the turret rotates to face the direction of the main body of the tank. Click on zoom and you will see a church right ahead of you. There should be a lot of banging in the background - this is an artillery barrage. Unit 4 is looking straight at a factory. Zoom in on the house just to the left of this and you should start seeing the effects of a combined HE and DPICM attack - the house will eventually get blown up.

Now just play around and get used to changing between the three types of display on each of the four tank units - see how they all work quite independently. Go to a map view and click in and out on the magnification icons and get used to scrolling around the map using your right mouse button.

At about 09:19 hours a display of vehicles will be presented to you on the brown track just in front of unit one. To see this best go to the full screen 3d view for Unit 1 (by clicking on the icon at the top left corner of the screen while in 3d zoom mode). Get used to tracking the vehicles as they pass, and get a good look at them.

Once the drive-past has finished (about 09:23), it's time to start moving. Go to the map view for Unit 1. Zoom in until you get to a map range of 0.5, and you will see that each individual tank is displayed on the map. Now scroll the map rightwards until you see

the point where the road turns. Set your cursor on this point, and set your speed to maximum. You will get up to a maximum speed of 39 MPH on the road, but this will be reduced nearby the track as you pass it. Now turn to the 3d view and watch the world go by. As you pass the bridge you will see a red STOP sign appearing on the middle of the track. Turn off your ZOOM, and try to stop just in front of the sign by clicking on the DEAD STOP icon. Now turn zoom back on and try to locate and identify the four nearby vehicles. Two are American and two belong to the enemy. Go to the map screen and you'll see two enemy flags. Now you can try a useful feature. Click on top of one of the flags (making sure you're not moving!), go back to the 3d view and click on the centre of the compass. You should see a correctly identified enemy vehicle (BMP-2) in view. Click on one of your weapon icons, and see if you can destroy the BMP. Now look around and you should be able to spot a radar station and two food dumps. See how many missiles it takes to destroy the radar station.

Now it's time to get your other Units moving. The aim of this training scenario is to get you used to controlling all four units together. The idea is to traverse the circuit - on the roads - anti-clockwise. Each time you pass a red stop sign in the middle of the road, then you should leave one unit behind. We'll leave you to get the other units on the road, and past Unit 1. You'll notice that none of your units achieve their full road speed unless you alter their formation to COLUMN. This is because some of the vehicles will otherwise be off the road - so make sure that they are all in column formation.

When you reach the second stop-off point, leave Unit 2 behind. Unit 2 should be able to identify two small ammo stores, and a communications aerial to the north west. To the west and east there are two units of tanks which are rather difficult to spot. Turn on your infra-red, and you will see why infra red imaging is so important for the modern tank. You will have to learn how to identify vehicles by their thermal image - and there's no better time to start than now. To give you a guide, there are M113's to the east and BTR-60s to the west. Try to destroy the BTR's. On the map you'll see a building to the North East. Centre your view on this and you'll see a Warehouse. If you destroy it two BMP's will come out and very slowly come towards you. See if you can destroy a moving tank. It won't be so easy in battle!

Now move Unit 3 up to the next stop off point in the North East corner of the battlefield. You'll see a satellite dish, some helicopters, two fuel stores, a group of T-62s and a group of M2 Bradleys. See what it takes to destroy the enemy vehicles and installations. If you go to your map view, you will also see two moving enemy

flags to the north west. These are spotter vehicles. They are converted BTRs, and move at fairly high speed. See if you can destroy them both. You'll find that it will be easier if you use infra red AND your laser ranging device. BTRs are very small, even on zoom at that distance (almost 2 kilometres!).

Now, move Unit 4 round to the final position. You will have to go through a forest track, and so getting used to what moving through trees feels like. Not the sort of speeds you can achieve on tracks. See if you can keep to the track at all times. At the centre of the forest you should try to spot and destroy a T72. At the final stop off point look out for the vehicles and the hospital. Now, spot the statue beside the trees on the other side of the forest track you just came through. Move as close to it as possible. You will see that you are still out of the forest, and yet if you look at your tanks on the highest level of magnification on the map, they should be just inside the area of forest. You are now in the tree line, and this area around all forests (a concentric ring of about 75 metres) allows you to see all of the action, and yet provides you with protection from being spotted by the enemy. The only proviso is that if you fire at an enemy vehicle, then they will probably see the smoke from your gun barrel, which allows them a spot on you for about 10 seconds. Make sure that you use tree lines to good effect when you try to retake Yama Yama.

Now, it's time to see if you can use all four units at once in action! When the clock reaches 09:51 each of your four units will have one set of very slowly moving enemy vehicles to destroy within range. Try to destroy them while using the quadrant views. You will find that there has been a smoke barrage set up obscuring the view of Unit 4, so you will have to turn to infra red, at least for that unit. If you can destroy most of the moving enemy tanks then you will have 'won' this training 'battle'. It means that you can now progress to the retake of Yama Yama itself.

If you don't feel confident at this point, why not try and repeat your training. The action in a real battle will be far quicker. And also the enemy will be properly armed, and that means that you are going to be shot at as well!

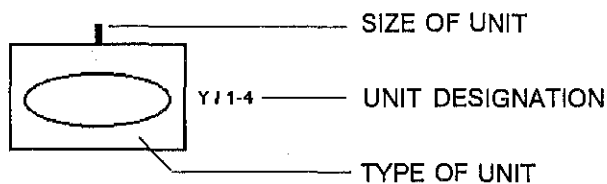
Good luck on Yama Yama!



CHAPTER 15

NATO Military Symbols

15 - NATO MILITARY SYMBOLS



UNIT SIZE

● ● ●	PLATOON
I	COMPANY
II	TEAM
III	BATTALION
IIII	TASK FORCE
IIII	REGIMENT
X	BRIGADE
XX	DIVISION
XXX	CORPS
XXXX	ARMY
XXXXXX	ARMY GROUP

UNIT TYPE

	ARMOUR OR TANK
	MECHANISED INFANTRY
	ARMoured CAVALRY
	ARTILLERY, SELF PROPELLED
	ENGINEER
	INFANTRY, STRAIGHT LEG
	ARTILLERY, TOWED
	ARMY AVIATION
	AIR DEFENSE ARTILLERY
	UNITS WITH A BORDER ARE WARSAW PACT

SO REAL YOU CAN SMELL THE SMOKE

THE NO.1 NEW YORK TIMES BESTSELLER

ROMEO 25. THIS IS MIKE 77
SPOT REPORT. ST72 TANKS
MOVING WEST. GRID 190852.
CONTINUING OVER

Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either 'quadrant mode' where all four platoons may be controlled at once or

Full-screen Mode where the display homes in on just one platoon.



You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-D view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. In whichever screen mode you choose during battle, there is a constant column of information to the right of the screen.



To the right of the compass are five icons which represent the various types of weapons available to this unit.

The major capability of the quadrant map screen is to allow the commander to form a view of any platoon. The whole of the map may be viewed at once, or you may zoom with any one of the half-dozen icons to the right of the map.



MI ABRAMS TANK



Left: View Main Gun (2000m) 25 rounds
Right: Chobham Armour (25 rounds)
Centre: Main Gun (2000m) 25 rounds

Five major scenarios based on the battles featured in the New York Times No.1 best seller Team Yankee.

Team Yankee is a 3-D simulation of modern tank warfare. Watch scenarios unfold on 3-D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potekhov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langer Gap from an entire Soviet tank battalion at night!



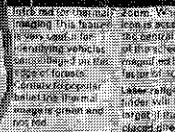
Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on

3-D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potekhov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langer Gap from an entire Soviet tank battalion at night!



Engine smoke. This will cover any mistakes you make and help you find yourself in a tight corner.

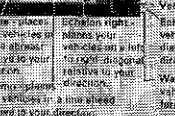
Position from and compare display.



Look out for thermal zoom. When this icon is active, the sensor in your tank will zoom in on any vehicle in the area, or you can zoom out by a factor of 10.



Wedge formation icon. This icon shows the spacing between vehicles in your platoon to 100 metres. A wedge formation icon shows the spacing between vehicles in your platoon to 50 metres.



Yes - a view formation. Envision left - place your vehicles on a right to left diagonal relative to your direction. Wedge - place your vehicles in a wedge formation.



Dead Stop icon. This icon shows a tank's position to 100 metres. A dead stop icon shows a tank's position to 50 metres.



Dead Stop icon. This icon shows a tank's position to 100 metres. A dead stop icon shows a tank's position to 50 metres.

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SURVIVAL IN THE AFTERMATH OF WORLD WAR III

The Year is 2000 . . .

The war has raged for nearly a decade. Poland was devastated by the brutal, senseless tactics of Warsaw Pact and NATO forces.

Baron Corry, a ruthless madman, has enjoyed his army, THE BLACK LEGION, and seized power in Poland's darkest hour. The survivors of the nuclear holocaust prayed the war was over. Instead, it has just begun.

Twilight 2000 is a dark, but realistic vision of the aftermath of World War III.

AWESOME 3-D

- Full 3-D vehicle simulations let you take the driver's seat of powerful tanks and two-and-a-half-ton trucks.
- Eight different vehicles to acquire, ranging from an American-made M48A1W to a Soviet-built T-72 tank.



View the action from several exciting camera angles — driver, turret, enemy view and outside.

TANK BATTLES

- Realistic and action-packed tank battles with two modes of combat: manual mode and director mode.



CREATE YOUR CHARACTERS

- Fast, easy, icon-driven graphic character generation system.
- Generate characters from nine different countries.
- Select from 34 languages for your characters to speak.
- Create up to five different platoons that allow up to 20 characters each.
- Pick from male or female characters.
- Characters have up to 100 attributes and up to 66 inventory slots.
- Print characters for use as the actual Twilight 2000 role-playing materials.



View the action from several exciting camera angles — driver, turret, enemy view and outside.

COMBAT

- Fast-playing, easy-to-resolve combat system gives the feel of modern battles.
- Your characters battle based on their personal combat skills and the weapons they are using.



- These types of overkill, descriptive sound-by-sound battle, use interactive sound-by-sound lights and quick combat.

HIGH-TECH HARDWARE

- Weapons, supplies, vehicles, munitions, grenades, captured goods.

EQUIP YOUR PLATOON

- Select from more than 40 different types of weapons for your characters. Arm them with weapons such as the US M16, M14, M1, M2, M3, M4, M5, M6, M7, M8, M9, M10, M11, M12, M13, M14, M15, M16, M17, M18, M19, M20, M21, M22, M23, M24, M25, M26, M27, M28, M29, M30, M31, M32, M33, M34, M35, M36, M37, M38, M39, M40, M41, M42, M43, M44, M45, M46, M47, M48, M49, M50, M51, M52, M53, M54, M55, M56, M57, M58, M59, M60, M61, M62, M63, M64, M65, M66, M67, M68, M69, M70, M71, M72, M73, M74, M75, M76, M77, M78, M79, M80, M81, M82, M83, M84, M85, M86, M87, M88, M89, M90, M91, M92, M93, M94, M95, M96, M97, M98, M99, M100, M101, M102, M103, M104, M105, M106, M107, M108, M109, M110, M111, M112, M113, M114, M115, M116, M117, M118, M119, M120, M121, M122, M123, M124, M125, M126, M127, M128, M129, M130, M131, M132, M133, M134, M135, M136, M137, M138, M139, M140, M141, M142, M143, M144, M145, M146, M147, M148, M149, M150, M151, M152, M153, M154, M155, M156, M157, M158, M159, M160, M161, M162, M163, M164, M165, M166, M167, M168, M169, M170, M171, M172, M173, M174, M175, M176, M177, 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'STATE OF THE ART' 16 BIT TECHNOLOGY

The mystery/role-playing adventure, combining History and classic science fiction, based on the world famous role-playing game by Game Designers' Workshop.

Space 1889: Discover a recreated solar system as envisioned by the scientific theories of the 19th Century and in the imaginations of such classic writers as Jules Verne, A. Conan Doyle and H.G. Wells. Written by the same team as the critically acclaimed 'MEGATRAVELLER'!

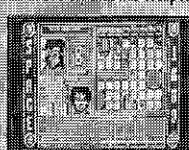
INTERPLANETARY EXPLORATION

● Visit the canals of Mars and deal with warring Martians; explore treacherous swamps on Venus; travel through the mysterious underground caverns of the Moon... Even Earth is ripe for exploration and rife with intrigue.

● Planets and stars are accurately represented in Space. Actually navigate by the constellations themselves!

DIPLOMACY

● Overcome corrupt German conspirators, a radical Martian religious cult and the awesome intelligence of an advanced alien society that has escaped notice for thousands of years.



WEAPONRY

● Historic 19th Century weapons include 30 guns, 4 throwing weapons and 9 close combat weapons, ranging from bolt-action rifles and single-barrel revolvers to swords and daggers.

PROFICIENCY

● Create five characters, male or female, from among six attributes and 24 skills, including Education, Crime, Theatrics and Engineering. Control character development through a wide variety of careers.

HISTORICAL ADVENTURE

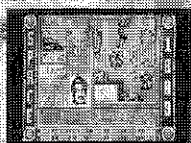
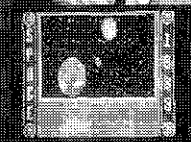
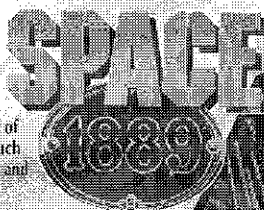
● Over 100 locations to explore on Earth alone - all depicted with historical accuracy and fascinating details. Including London, New York, San Francisco, the Far East and the Valley of the Kings.

TACTICS

● Realistic combat sequences let you control each character individually, while still giving general orders to the others.

VERSATILITY

● Meet and interact with over 500 unique characters, each with distinct personalities.



MEGATRAVELLER 1

Based on MegaTraveller by Game Designer's Workshop, the most popular science fiction gaming system and now the critic's choice as the Number One Computer Game!

AMIGA COMPUTING

Brilliantly balanced between complexity and playability, MegaTraveller 1's game play is a miracle. "The best RPG/Adventure game of the year."

CU AMIGA

A landmark RPG with loads of puzzles.

AMIGA FORMAT

I can't think of any role-playing game which has the depth and richness of what's going on.

GAMESMAN

This game is truly, unequivocally "Mega!"

ACE

A quantum leap for sci-fi RPG's.

AMIGA COMPUTING

"A triumph of intelligent game design."

THE ONE

No other computerized RPG comes as close to being an accurate conversion as MegaTraveller 1.

GEN 4

MegaTraveller 1 is THE Game of Today...

AMIGA POWER

"Intriguing depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action."

A wonderful piece of role playing software that everyone should play.



AVAILABLE ON:
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"THE BEST RPG/ADVENTURE GAME OF THE YEAR," JUST GOT BETTER...!!"

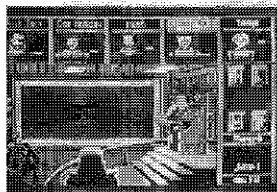
300,000 years ago, the Ancients ruled the galaxy, and then destroyed themselves in a suicidal war, leaving only ruined cities and devastated planets. Even today, the ruins of the Ancients are puzzling, mysterious and dazzling artifacts are still unearthed at various ancient sites.



Throughout the *Spiral Marches*, Now, one of the ancient sites has mysteriously sprung to life, running quick and threatening to destroy an entire world. Millions will perish if the ancient site isn't stopped. Ancient sites spread across a dense world, hold clues, and even ancient artifacts that may neutralize the destructive site.

But ultimately, you'll need to find the legendary Ancient leader who has been reportedly dead for 300,000 years!

Only you can discover if the legend of the Ancient end is true as you play *Traveller* for you've never played it before in *Megatraveller 2: Quest for the Ancients*.



For years, *Traveller* was the undisputed champion of science fiction role playing. A game of more imagination, there was no aspect of science fiction that *Traveller* didn't handle, and handle expertly. Then along came *Megatraveller*, a complete redesign of the original *Traveller* that stands as one of the most remarkable gaming achievements of the last decade.

Superbly designed, *Megatraveller* was hailed as the pinnacle of science fiction role playing.



Now, the best RPG/Adventure game of the year just got better!!

The game begins as you and your party set out to stop the sinister, powerful Ancient, who in *Traveller*. There are 127 different worlds to explore with hundreds of cities and millions of square miles.

You can travel from planet to planet, aboard interplanetary starships, or hire your own ship. You can also explore the ruins of the Ancients, which are full of treasures, traps, and dangers. You can also explore the ruins of the Ancients, which are full of treasures, traps, and dangers.

Through your adventures, you will be pursued by agents of the Ancient empire.

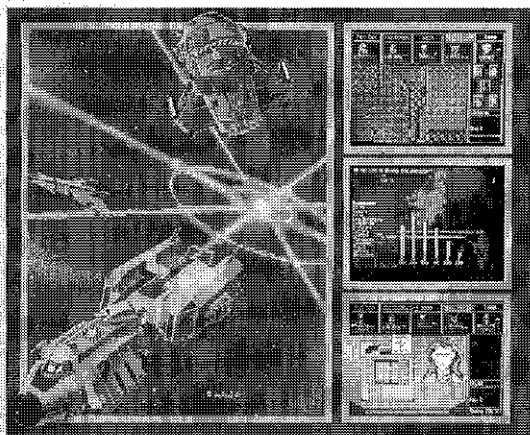
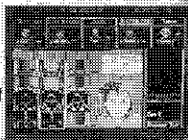
As well as a map of the galaxy, there are dozens of sub-plots in the game, worlds, and even a story line that you can follow. You can also explore the ruins of the Ancients, which are full of treasures, traps, and dangers.

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As well as a map of the galaxy, there are dozens of sub-plots in the game, worlds, and even a story line that you can follow. You can also explore the ruins of the Ancients, which are full of treasures, traps, and dangers.

You will be surprised at the interesting adventures that will be yours.

Megatraveller 2: Quest for the Ancients is a unique and innovative role-playing adventure that goes beyond *Megatraveller*.



SCREEN SHOTS FROM THE GAME

SCREEN SHOTS FROM THE GAME

SCREEN SHOTS FROM THE GAME

MEGATRAVELLER 2 QUEST FOR THE ANCIENTS

The game features the most advanced and comprehensive character generation system ever developed as well as the most advanced combat system for role-playing games. The game features the most advanced and comprehensive character generation system ever developed as well as the most advanced combat system for role-playing games.

Megatraveller 2 features a more graphic, intuitive presentation than *Megatraveller*. It features a more graphic, intuitive presentation than *Megatraveller*.

The new character system is much more complex and better suited to the adventures of the Ancients.

Megatraveller 2 uses the PAL system, you are the leader of the party, and the others act as your friends. You can give orders, but acting intelligently based on the skills and the characteristics they possess. They may not follow your instructions if they believe that

different actions on their part will ultimately help you in a more effective way.

There are hundreds of NPCs to meet, converse and trade with during your adventure.

Overall, *Megatraveller 2: Quest for the Ancients* is an all new game with exciting advanced features.

The sheer size and scope of the game with over 127 different worlds to explore will keep you playing time and time again. This together with the superb graphics and animated sequences and the revolutionary PAL role-playing system, make for the most exciting adventure yet seen on a Home Computer.



WE RECOMMEND THE COMPETITION..!

"The main essence of sport is a race against opponents rather than against time... to win is the mark of the master"

COMPETE AT THE HIGHEST LEVEL

- OVER 2,000 DIFFERENT COMBINATIONS OF EVENTS
- MOST IN DEPTH MULTI SPORTS SIMULATION EVER
- SUPERB GRAPHICS
- UNIQUE USE OF VECTORS IN SPORTS EVENTS
- UNUSUAL PERSPECTIVES THAT MAKE FOR GREAT GAMEPLAY
- COMPETE AGAINST OTHERS FOR THE BIGGEST SCORE
- TOTALLY ORIGINAL LINK EVENT: THE MULTI-COURSE MARATHON



INTERNATIONAL SPORTS CHALLENGE



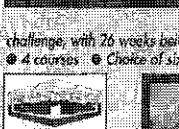
SHOW JUMPING

Unique perspective giving a realistic feel. Different course offering different challenges.



CYCLING

Using 3D vector graphics the unique gameplay combining strategy with sheer powering on the joystick makes this sport like no other sport ever seen on computer.



MARATHON

This strategy event linking all the other sports allows the competitor to compete in the ultimate challenge, with 26 weeks being the average training period and diet etc. being so important.

• 4 courses • Choice of six different runners • Changes in terrain, weather, altitude.



SHOOTING

4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.



DIVING

Over 40 dives to pick from. Unique control method make for superb handling of diver animations giving unsurpassed realism and gameplay. Authentic scoring shows how you have performed in each part of the dive.



SWIMMING

Test your skills in the:

- 100m Breaststroke
- 200m Freestyle
- 400m Butterfly or
- 4x100m Medley.

6 SPORTS COVERING 21 EVENTS

Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability

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EUREKA BRIDGE

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